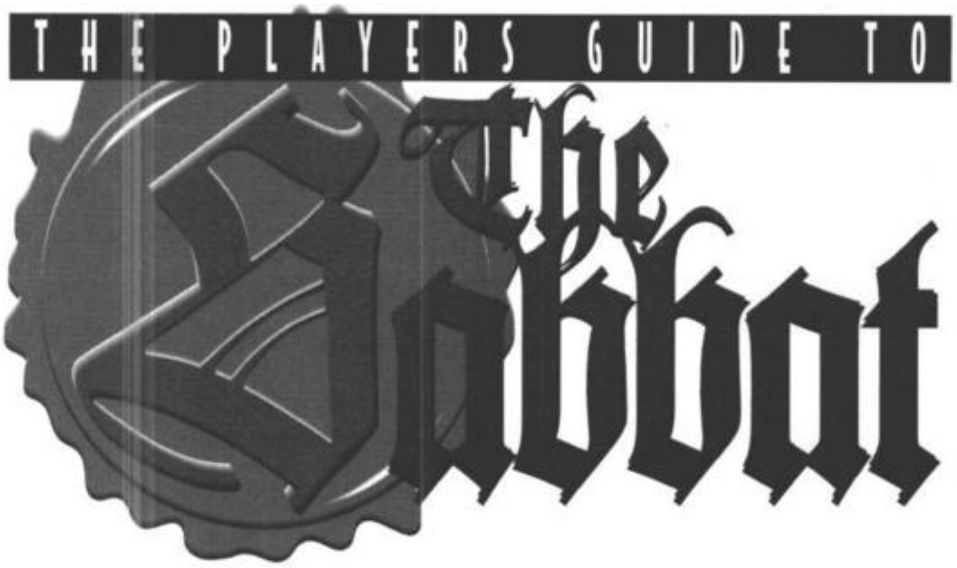
THE PLAYERS GUIDE TO

The Sabbat

A Sourcebook for VAMPIRE: The Masquerade™



From the nadir of despair comes the beginning of greatness.

By Steve C. Brown

"All great truths begin as blasphemies"
George Bernard Shaw, "Annajanska"

Exiled from mortal life, rejected by its immortal kin, the Sabbat draws strength from the only source left — itself. No group has been so reviled, and never before has so much villainous propaganda been spread. But all the grotesque tales are true, and all the gory details correct.

For the Sabbat does what it does for the sake of existence itself, and no crime is too great when the reward is immortality.

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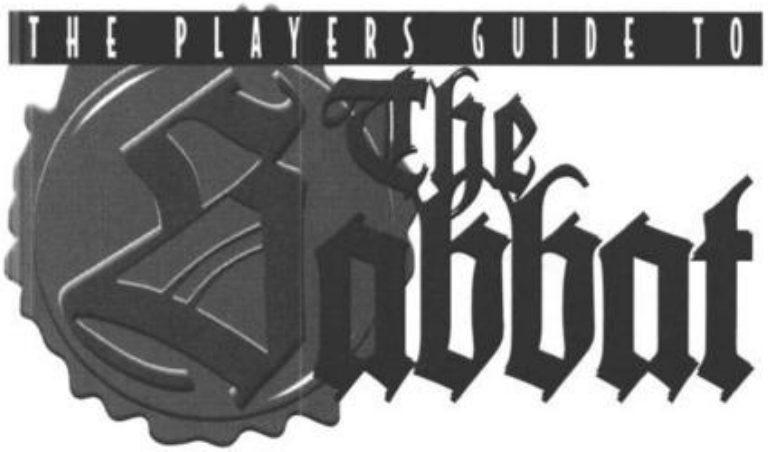

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Introduction

Right now. I am an Antichrist. I am an anarchist. Don't know what I want but I know how to get it. I want to destroy. Pacify. 'Cause I wanna be Anarchy.

— Sex Pistols, "Anarchy in the U.K."

Welcome to **The Players Guide to the Sabbat**. This book provides you with the information you need to roleplay a member of the Sabbat. While not intended to cover every aspect of the Sabbat, this sourcebook is meant to give you an understanding of what the sect is, including its clan composition, history, ideology, traditions, practices and goals.

Within this book are the inner secrets and mysteries of the most dreaded vampire sect in existence. This book offers a look at the Sabbat past and present, its activities, its goals, its ideology, and its allies and enemies. There are two new clans, the Lasombra and the Tzimisce, to complete the descriptions of the 13 clans. In addition, there are complete listings for the *antitribu*, or "anti-tribes," of many existing clans. There are even new bloodlines among the *antitribu*. Finally, this sourcebook contains new Disciplines, Merits and Flaws, a number of Thaumaturgic rituals and paths, and new Secondary Abilities and Backgrounds.

Additionally, **The Players Guide to the Sabbat** can help Storytellers add the Sabbat to chronicles centered around the Camarilla. It provides details about the sect's motivations, tactics and even sample Sabbat characters, all of which can flesh out any story.

What is the Sabbat?

The Sabbat is an organization composed solely of vampires. It is similar to the Camarilla in many respects, but has a number of special distinctions. The Sabbat is smaller than the Camarilla. Its doctrines are overwhelmingly more political and militaristic, and it is actively involved in constant warfare against the Camarilla.

All members of the Sabbat are free from Blood Bonds to a particular vampire master, though their ties to each other can be just as strong. In addition, the sect is steeped in tradition, millenarian doctrine and mysticism. It is completely secretive, so most of what is known about the Sabbat outside the sect is speculation. Which side a character is on plays an important role in how much he knows about the Sabbat.

How to Use This Book

Ever dance with the devil in the pale moonlight? I always ask that of all my prey.

— The Joker, *Batman*

Storytellers should feel free to change or omit any material they do not like or which conflicts with the way they use the Sabbat in their own chronicles. Players should keep this in mind as they read through this book, since their Storyteller is the final authority.

Remember that the Sabbat is a sect with carefully guarded secrets, so players should watch what they read if they are not going to play Sabbat vampires. In order to fully enjoy the Sabbat, the sect should remain a mystery to outsiders — especially Camarilla Kindred and their players, since the Camarilla is the archenemy of the Sabbat. The inner workings of this sect have never been revealed, so it is highly unlikely that a Camarilla neonate would know a Sabbat vampire even if one bit him on the neck.

A Storyteller wishing to run a chronicle involving Sabbat characters should become familiar with the material herein. While there are some similarities between the Sabbat and the Camarilla, many features are unique to the Sabbat. A Storyteller might also wish to restrict what players read, since even those within the sect do not know everything about it.

Something to Keep in Mind

A wise skepticism is the first attribute of a good critic.

— James Russell Lowell, *Shakespeare Once More*

Much of this sourcebook contains information told from a Sabbat perspective, or at least a biased one. This is because if it were not told in this manner, one might not realize that the Sabbat's ideology is just as concrete as the Camarilla's ideology. It is left up to you to decide whom you believe — the Sabbat or the Camarilla.

The View from the Outside

The Sabbat appears to the outside world as a sect with no purpose other than diablerie and the spread of dissension among the youth of vampire society. Its members are seen as callous brutes who place no value on human or Kindred existence, and seem to love releasing the Beast during frenzy. They are entrenched in the occult, carrying on bizarre and unspeakable rituals unseen by outsiders. They speak as if they were the true sons and daughters of Caine and continually try to convert Camarilla Kindred to their own wild ways.

The mystery of the Sabbat has long fascinated younger Kindred of the Camarilla; indeed, some even join the Sabbat's ranks, never to be heard from again by their comrades in the Camarilla. The young Camarilla Kindred seem to be the focus of Sabbat attention and most rumors about the Sabbat begin among the anarchs.

Rumors do indeed abound concerning the Sabbat. Most may be dismissed, but some are rather disturbing and possibly true. Here are some of the more popular rumors:

- The Sabbat is controlled by Brujah elders. The Brujah clan is also believed to have deposed the Ventrue leader of the Camarilla. This allows the clan to pit the two opposing sects against one another while advancing its own secret schemes.
- The anarchs are in league with the Sabbat, acting as spies for them and as recruiters from within the enemy.
- The Sabbat has infiltrated both the Brujah and Toreador clans. The spies are gathering information for a major assault on the Camarilla.
- The Sabbat has a pact of alliance with an order of wizards. This could be the reason the Tremere and Sabbat hate each other so much.
- The Sabbat is a tool of the Antediluvians, to be used as their great army at the time of Gehenna.
- The Sabbat was founded by Caine himself. It is the Camarilla that is controlled by the Antediluvians.
- Diablerie is the true goal of the Sabbat. The sect intends to eat its way through all the bloodlines of the Camarilla.
- Certain Sabbat vampires know a ritual that allows them to move freely in daylight for short periods of time.
- No member of the Sabbat can be Blood Bound. The sect uses special rituals to prevent the creation of Blood Bonds and to break existing Blood Bonds.
- The Sabbat is organized in a manner similar to the Tremere. There is a small group of elders to which all Sabbat must be Blood Bound.
- The Giovanni clan controls the Sabbat of Europe. While it does not control the Sabbat of North America, it is beginning to establish control within certain cities in the United States.
- The Black Hand is actually only a small group within the sect. Its members are the really vicious Sabbat vampires.
- Clans within the Sabbat are not recognized as distinct and do not hold clan gatherings. Sabbat vampires consider the sect first and their clans second.
- Sabbat rituals involve fire walking and other uses of fire. Some Sabbat vampires have even developed immunity to flames.

- There are Assamites within the Sabbat who are free from the curse of the Tremere. They are the assassins of elders, practicing their beliefs in diablerie for the benefit of the Sabbat.
- The Sabbat vampires have a secret language known by a few within the Camarilla.
- The Minions of Set secretly control the Sabbat.

Views of Non-Kindred

- **Lupines:** Most Lupines do not recognize the Sabbat as a separate group among vampires. Only a few tribes know of the sect and its evil ways. One tribe was once, and still may be, allied with the Sabbat. The Lupines generally avoid cities, but still occasionally encounter nomadic Sabbat packs in the rural areas. The Lupines seem as disinterested in Sabbat plans as the Sabbat is in the war the Lupines are facing.
- **Hunters:** Witch-hunters find the Sabbat difficult prey. The Sabbat's members are highly unpredictable and show no fear of death. The fact that many Sabbat vampires do not even stay in one city for long periods of time makes them difficult to track down. The Society of Leopold seems to know very little about the Sabbat itself, placing little distinction between the Sabbat and the anarchs. The Children of Osiris know of the Sabbat, and a few have made the effort to track Sabbat progress at retaking cities in North America. The Children of Osiris consider the Sabbat nearly as great a threat as the Minions of Set.
- **The Arcanum:** The Arcanum has gone to great lengths to acquire knowledge about the Sabbat. Most of what the group does know is secondhand information. Arcanum operatives no longer try to get close to the Sabbat, since all operatives investigating the sect in the past have met untimely ends. The Arcanum's psychics have pinpointed what they believe to be the central position of Sabbat power in the city of New York, but this has yet to be confirmed.
- **Mages:** Mages know more about the Sabbat than any other group. It is believed that at one time there was an alliance between the vampire sect and a certain house within the Order of Hermes. The Rosicrucians and the Alli Allahis (a secret society of Persian magi) appear to know the most about the sect. Whatever mages know, it is information they wish to keep to themselves. Perhaps the Sabbat knows secrets concerning them as well.

Warning!

Your guilt consists of this: I want to eat you up!

— Ivan Krylov, *Fables, Wolf and Lamb*

Vampire is a game of intrigue and mystery. Because of this, the enjoyment you receive from the game can be greatly lessened if you read further into this book and are not planning to play a Sabbat character.

The following material is by no means fully complete. The Sabbat will always be a source of mystery. However, the material is detailed and fairly accurate — certainly enough to remove a lot of the mystique — so stop before you read any further if you are not going to play a Sabbat character. You will be glad you did.

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Chapter One: Inside the Sabbat

He goes seeking liberty, which is so dear, as he knows who for it renounces life.

— Dante Alighieri, *The Divine Comedy*

The Sabbat Perspective

The Sabbat has very firm beliefs concerning all outsiders. Its members are known for their distinct separation of everyone into "them or us." To the Sabbat, all non-Sabbat are "them," regardless of whether "they" are vampires, Lupines, mortals or whatever. The Sabbat does have a few allies, but the sect cooperates only to a limited degree, and only when it is to the Sabbat's advantage.

The following passages present the stereotypical Sabbat opinions about the various outside groups with whom the sect has to deal.

Views on the Antediluvians

The Antediluvians are very real. They exist in the outermost regions of the earth, where they are safe. They will awaken very soon and they will be thirsty. They are already planning their return by ensuring that their prey is disorganized and ignorant of the upcoming danger.

What is truly unbelievable is how most other vampires outside the Sabbat do not even believe in the Antediluvians. They firmly embrace their progenitors' own Masquerade. The Sabbat must spread the word of the impending Gehenna.

Views on the Camarilla

The Camarilla is the pawn of the Antediluvians. This sect keeps the younger vampires weak and unprepared for Gehenna. The Camarilla does nothing to protect its members. It enforces the Masquerade, which all Sabbat members know is simply a tool used to keep Camarilla Kindred weak. Vampires are forced like little children to play a silly game of hide and seek, but the Antediluvians know all too well where to find their prey when the time comes. The Camarilla leaders receive their orders from the warlords of the Jyhad and relay information back to them.

It is the driving goal of the Sabbat to destroy the Camarilla. If the Sabbat does not succeed in this mission, young and old alike will fall prey to the Ancients. The Sabbat will use any means at its disposal to wreak havoc on the enemy.

Views on the Anarchs

The anarchs have been blinded by their elders' lies and thus see the Sabbat as a terrible evil that must be stopped. How stupid can they be? They do not even take the time to listen, so they refuse to learn the truth.

The anarchs see themselves as rebels. The Sabbat sees them for what they are — part of the establishment. There have been anarchs in the Camarilla since the Convention of Thorns (the treaty that ended the Anarch Revolt). They are part of the Antediluvians' plans for Gehenna. The anarchs

serve the Camarilla by opposing the Sabbat. This makes anarchs the servants of the Antediluvians and the Sabbat's enemies.

Despite the fact that they are the enemy, the anarchs show potential. If they could be convinced of the truth, they would add tremendous force to the Sabbat. For this reason, the Sabbat makes limited efforts to convert the anarchs. However, the Sabbat usually only hurts its relations with the anarchs by getting them into deeper trouble with their elders.

Views on Camarilla Elders

Camarilla elders fear the Sabbat as much as they fear destruction. Indeed, many of them view the Sabbat as destruction incarnate. The elders are corrupt and, while many are unwitting fools who know nothing of the Antediluvians' plan, a few do. Those few are the real threat. They execute the orders of the Antediluvians, seeking to slay the young while blindly believing the Ancients will spare them. It is this group that spreads the rumors about the Sabbat and instigates trouble between the two rival sects. Because it is nearly impossible to determine which elders directly serve the Antediluvians, all the Camarilla elders must be destroyed.

Views on the Inconnu

Many of the Inconnu know the truth. This is why they do not side with the Camarilla. The rest either do not care or are cowards. The Sabbat has had no success in dealing with the Inconnu (possibly because of all the War Parties called against them, as seen later). Because of this, the Inconnu should be destroyed when possible or when necessary. The Inconnu are wild cards with regard to Gehenna. More than likely they will side with the Sabbat, but the Sabbat does not want to take any chances by allowing them to continue to exist.

Views on the Assamites

The Sabbat holds divided views on the Assamite clan. Certain of the sect's members believe the clan can eventually be recruited into the fold in its entirety — after all, the Assamites long ago left their human values behind. Other Sabbat are very paranoid about the Assamites' role on the day of Gehenna, and fear that the clan will be employed as the Antediluvians' strike force and "shepherds." The shaky consensus among the Sabbat is that while it would probably be preferable to destroy the Assamites, the casualties thereby incurred would make the action a Pyrrhic victory at best. For now, the clan is allowed to exist, and the Sabbat occasionally employs its members to dispose of particularly annoying vampires of the Camarilla.

Views on the Giovanni

The Giovanni, as a clan, is no real threat. Its members involve themselves in mortal affairs and leave the Sabbat alone. They do not seem to care about the matters of the vampire world. Perhaps they do not see what lies ahead for all vampires. The Sabbat will leave them, in their ignorance and greed, to face their doom alone.

Views on the Followers of Set

The Snakes are evil through and through and are a strong enemy of the Sabbat. No effort will be made to save them from Gehenna. Indeed, they know all about it and deliberately serve the wrong side. They must be annihilated. The Sabbat must erase every trace of their existence from the world. Even now, they oppose the sect in Florida and the West Indies. The Sabbat must unite to crush them.

Views on the Ravnos

Clan Ravnos is a powerful clan. Despite its obvious image problem, its members are just as capable as any other vampires. Their powers are unusually effective. The Ravnos understand the value of freedom better than any other non-Sabbat, but they waste it. They certainly do not appreciate the value of loyalty. They do not oppose the Sabbat, but they are not its allies either. When the time comes, the Sabbat will let them be destroyed.

Views on the Arcanum

The Arcanum is a bunch of nosy mortals who had best be careful if they do not want to lose more than their noses. As long as the Arcanum does not know the true goals and secrets of the Sabbat, the Sabbat will not destroy it. Should the Arcanum pry too far, it will have a very formidable enemy with which to contend.

Views on the Lupines

The werewolves should be destroyed. They are a threat to Sabbat security. They weaken the Sabbat, preying off Sabbat nomads and even entire packs. They must be done away with at the sect's convenience. However, they are of secondary importance compared to the sect's vampire enemies. The Gangrel *antitribu* are the most avid of all the Sabbat werewolf hunters.

Views on the Magi

The magi are best avoided. Despite their mortality, they are powerful. They do not involve themselves in the Sabbat's affairs, so the Sabbat stays out of their business. The Tzimisce clan has a shaky alliance with one group of wizards, but will not call upon this alliance unless it is really needed.

The Guarding of Secrets

Three may keep a secret if two of them are dead.

— Benjamin Franklin, *Poor Richard's Almanac*

How does a sect of raving, anarchic vampires conceal itself? This has long puzzled and annoyed Kindred outside the sect. It seems to come easy to the Sabbat, even as its members raise hell in the mortal world. The Sabbat has developed its own methods: methods as effective as the Masquerade, though much less sophisticated.

Sabbat vampires accept Final Death over the revelation of their sect's mysteries. The punishment they would suffer for treason goes far beyond the realms of pain known to most Kindred and kine. Sabbat members are nearly impossible to interrogate for similar reasons.

This fanaticism, which stretches far beyond the bounds of loyalty, is a primary reason for the Sabbat's rapidly expanding power. All within the Sabbat are Blood Bound to one another for the protection of the sect. Additionally, the sect is not too highly organized and no standard exists even among various groups within a single city. Many Sabbat packs do not even maintain permanent havens, instead traveling the land as nomads. This unpredictability makes the assimilation of concrete information about the sect a difficult task.

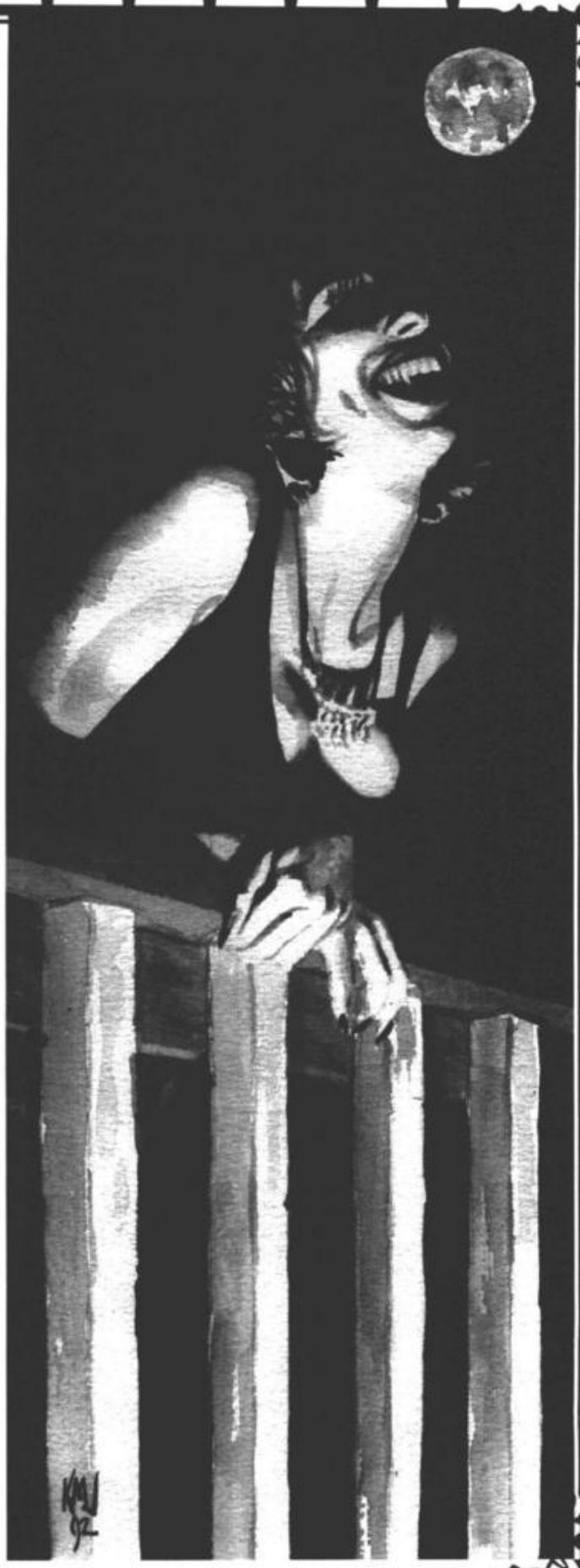
The Tremere and Nosferatu of the Camarilla may possess the most knowledge about the Sabbat, but neither of these clans is willing to part with its secrets. It is believed that the Tremere clan was once allied to the Sabbat, but this, like most other beliefs about this mysterious sect, is speculation.

Views on Mortals

Mortals are no danger to the Sabbat. They are lambs to be exploited as the Sabbat sees fit. Mortal authorities have never posed a threat. Most of them refuse to accept the supernatural as a possibility. They have proven in the past to be easy to manipulate and destroy.

Views on the Society of Leopold and Witch-Hunters

It is doubtful whether the Inquisition or any other witch-hunters even know about the Sabbat. If the Children of Osiris were around, they might be a threat, but they do not exist. A witch-hunter can be a grave danger or an evening's amusement, depending upon the individual. In any case, the Sabbat deals very harshly with any witch-hunter who kills a member of the Sabbat. The Sabbat has no qualms about witch-hunters killing non-Sabbat vampires.



Sabbat Lexicon

Abbot — (AB-et) A vampire or ghoul who oversees a Sabbat communal haven.

Albigensian (or Cathar) — (al-buh-GEN-see-en) (KAH-thar) A follower of the Path of Enlightenment known as the Path of Cathari.

Antitribu — (ant-ah-TRIB-oo) "anti-tribe"; the word refers to all members of the Sabbat whose clan as a whole belongs to the Camarilla or is independent. It may also be applied to the Tzimisces and Lasombra who exist outside the Sabbat.

Archbishop — (ARCH-BISH-up) A vampire who serves as leader of a Sabbat-held city.

Auctoritas Ritae — (OC-tory-tus ree-TAY) The group of rituals practiced by all Sabbat.

Bishop — (BISH-up) A vampire who serves an archbishop by overseeing the various Sabbat activities. Bishops also advise the archbishop.

Black Hand — The Black Hand is an elite order of vampires within the Sabbat that acts as a special militia. All its members are among the best warriors in the Sabbat.

Blood Feast — A victim or group of victims, tied and hung upside down. The hapless individual(s) is used as blood on tap, especially at parties.

Brave — A Sabbat vampire participating in a War Party.

Brothers and Sisters — All Kindred.

Canonicus (or Patriot) — (KAN-un-ee-sus) A follower of the Path of Enlightenment known as the Path of Honorable Accord.

Cardinal — (KARD-in-ul) A Sabbat leader who oversees a large territory. Each cardinal is served by a number of archbishops.

Chief — The leader of a War Party.

City Gangrel — Gangrel who have established permanent havens in cities.

Code of Milan — (mil-LAHN) A code of conduct developed to maintain order in the Sabbat.

Communal Haven — A single haven used by an entire Sabbat pack.

Consistory — The body of advisors to the Regent.

Convention of Thorns — The treaty which ended the original Anarch Revolt.

Corrupter (or Heretic) — A follower of the Path of Enlightenment known as the Path of Evil Revelations.

Coven — A pack of Sabbat vampires that maintains a permanent home in a particular city.

Country Gangrel — Gangrel *antitribu* who are more at home on the open road. They do not usually live in cities.

Creation Rites — The special ceremony during which all Sabbat vampires are Embraced. The recruits are buried and forced to dig their way out if they wish to survive.

Daughters and Sons (of Caine) — All Kindred.

Dementation — (dee-min-TAY-shun) A vampiric Discipline possessed by many Sabbat Malkavians. It allows them to manipulate and induce madness.

Dog — A Lupine.

Elysian Fields — (ill-ee-ZHUN) Graveyards and other places of the dead.

Esbat — (es-BAHT) The normal weekly meeting a pack holds. It usually features discussion of issues affecting the pack as well as rituals such as the Vaulderie.

Festivo dello Estinto — (fes-TEEV-oh day-YO ES-teen-TOW) The "Festival of the Dead." This week-long celebration occurs during the second week of March. All the Sabbat vampires of the city and many nomadic packs attend.

Fire Dance — A ritual in which Sabbat vampires show their bravery by leaping through blazing pyres.

Founded Pack — Another name for a coven.

The Great Jyhad — The war that ensued between the Camarilla and the Sabbat for more than 200 years after the end of the revolt that created the Sabbat.

Hand — The Black Hand.

Harmonist — (HAR-mon-ist) A follower of the Path of Enlightenment known as the Path of Harmony.

Headhunter — A Sabbat vampire who collects the skulls of vampires he has destroyed.

Hulul — (HUL-UL) The leader of the Assamite *antitribu*; ritually killed every 100 years.

Ignoblis Ritae — (egg-NO-blis ree-TAY) Rituals practiced by certain packs within the Sabbat, but not by all Sabbat members.

Infidel — (IN-fa-del) Any Kindred outside the Sabbat.

Injun or Indian — A nomadic Sabbat vampire.

Inner Circle — The controlling body within the Sabbat. This group serves the Regent, but can overrule her. The Inner Circle is composed of all the prisci and cardinals.

Juice — Blood.

Juice Bags — Mortals.

Jyhad — (JZEE-hod) The members of the Sabbat frequently use the term Jyhad to describe combat with other vampires. This is because almost all war is holy war to the Sabbat.

Kindred — Vampires outside the Sabbat. Used in a derogatory manner, since Sabbat vampires do not really consider Camarilla vampires to be their kin.

Lasombra — (lah-SOM-bra or lah-ZOM-bra) One of the original 13 clans, its members tend to assume leadership roles within the Sabbat.

Loyalist — A Sabbat vampire who refuses to follow the commands of her leader out of loyalty to the goals of the sect. Loyalists believe that to be truly loyal to the sect, they must have total freedom. Loyalists are not well liked by most Sabbat.

Monomacy — (mon-AH-mah-see) A duel between Sabbat vampires conducted under formal rules. This is a traditional means of settling disputes.

Necronomist — (nek-CRON-um-ist) A follower of the Path of Enlightenment known as the Path of Death and the Soul.

Noddist — (NOD-ist) A follower of the Path of Enlightenment known as the Path of Caine.

Nomadic Pack — A Sabbat pack that travels constantly and does not maintain any permanent haven.

Nomads or Nomadic Sabbat — Sabbat vampires who are members of nomadic packs.

Nosferatu Kingdom — The sewer system of a city, especially areas primarily used by the Nosferatu or Nosferatu *antitribu*.

Obtenebration — (ob-TIN-ah-bray-shun) A vampiric Discipline possessed by most members of the Lasombra clan. It allows them to manipulate darkness.

Outlander Gangrel — Country Gangrel of the Sabbat who live in the wilderness or travel from place to place, never entering a city. Of all the Sabbat, they have the most contact with the Lupines.

Pack — A group of Sabbat Blood Bound to one another. A Sabbat vampire may only belong to one pack at a time — usually the pack that Embraced her, though this is not always the case.

Pale Rider — A nomadic Sabbat vampire. Often used to refer to a member of a Sabbat biker pack.

Paladin — (PAL-uh-dun) A Sabbat vampire who serves as a bodyguard and assassin for Sabbat leaders. Paladins are not allowed to be members of the Black Hand. Paladins are also called templars.

Palla Grande — (PY-uh-guh-RON-day) The Grand Ball held annually on All Hallow's Eve. It is a time when all the Sabbat of the city gather together. It is a masquerade ball, and humans are usually invited, either as guests or as the main course.

Pander — (PAN-dur) A Caitiff of the Sabbat.

Path of Enlightenment — A belief system followed by a member of the Sabbat. There are seven widely practiced Paths: the Path of Caine, the Path of Cathari, the Path of Death and the Soul, the Path of Evil Revelations, the Path of Harmony, the Path of Honorable Accord, and the Path of Power and the Inner Voice.

Priest — The leader of Sabbat rituals within Sabbat packs. The priest may or may not be the only leader within a pack.

Prior — (PRY-ur) Synonymous with abbot.

Priscus — (PRISS-cuss) A Sabbat vampire who advises the Regent and the cardinals. The plural form is prisci.

Prize — The target of a Wild Hunt or War Party.

Recruit — An individual Embraced against her will by the Sabbat, usually to fight for the sect.

Regent — (REE-jhunt) The top leader of the Sabbat. There is only one Regent at a time.

Rules of Monomacy — A set of rules which provides for orderly duels between Sabbat. The duel is sometimes called the Monomacy.

Sabbat — (SAH-baht, sah-BAHT or SHA-baht) The vampiric organization which opposes the rule of the Camarilla and the return of the Antediluvians. This word is used to refer to both the sect and sect members. Thus, a vampire in the Sabbat is sometimes referred to as a Sabbat. [*Ed. note — The term Sabbat, when referring to the sect, is a singular noun; however, when specifically denoting more than one of the vampires therein, it is used as a plural.*]

Scout — A Sabbat spy.

Seraph — (SAIR-uf) One of the four top leaders of the Black Hand; collectively known as the Seraphim.

Siege — Conquering a Camarilla-held city.

Slave — A Camarilla anarch.

Sword of Caine — The Sabbat.

Templar — (TIM-plur) Synonymous with paladin.

Tongue — Sabbat propaganda, especially used on the anarchs.

True Sabbat — A Sabbat vampire who has survived an attack against Sabbat enemies.

Tzimisce — (ZJIM-ee-see, SHAM-ee-see or SHA-me-SAY, depending upon geographic location; plural Tzimisces) One of the original 13 clans, or a vampire of that clan. The clan is a powerful force within the Sabbat.

Unifier — (YOU-ne-fi-yur) A follower of the Path of Enlightenment known as the Path of Power and the Inner Voice.

V — (VEE) A vampire.

Vaulderie — (VOLL-dur-ree) The ritual used by the Sabbat in which all Sabbat present pour some of their own blood into a chalice and then drink from the mixture.

Vicissitude — (viss-ISS-uh-tewd) This is a vampiric Discipline possessed by most members of the Tzimisce clan. It allows them to reshape their own — and others' — flesh and bone.

Vinculum — (VIN-que-lum) The unusual Blood Bond created by the Vaulderie, in which each vampiric participant feels an increased loyalty to all those who participated in the ceremony.

Voivode — (VOY-vodd) The leader of the Tzimisce clan.

War Party — A game in which packs, as well as fearless individual vampires, compete against one another in a hunt for a specially chosen vampire target. The target is killed and its blood drained by the self-proclaimed victor(s).

Wild Hunt — This is much like a Blood Hunt, except the Sabbat makes no effort to hide from the eyes of man and the sect spares no expense in bringing down the traitor. Usually, nomadic packs are called to participate as well.

Sabbat Clans

He bore the curse of the seed of Cain, whereby God punished the grievous guilt of Abel's murderer. Nor ever had Cain cause to boast of the deed of blood. God banished him far from the fields of men; of his blood was begotten an evil brood.

— Beowulf

The Sabbat is smaller than the Camarilla, but is composed of more clans. The majority of the vampires within the Sabbat are of the Lasombra or Tzimisce clans, but almost every other clan is also represented. The Sabbat vampires of the more well-known clans are different from their brethren outside the Sabbat. They are even referred to differently. They are of the *antitribu*, or the "opposite tribes" of their former clans. Here are the basic descriptions of the Sabbat clans. The clans are described in much greater detail within the Character Creation section.

- **Lasombra:** The Lasombra clan is the clan of prestige within the Sabbat. It succeeded in destroying its founder and almost all its elders outside the sect. The Lasombra clan is also the clan of leadership. Lasombra are some of the most ruthless and manipulative vampires in existence. They value strength and reward those who possess it.

- **Tzimisce:** The Tzimisce is a clan of very arcane vampires. The clan is as fascinated by the occult as the Tremere, but does not possess nearly as wide a scope of knowledge. The Tzimisce is a scholarly clan, and most of its members are highly educated. The clan is one of the most honorable of all vampire bloodlines.

Vlad Tepes, known to mortals as Dracula, is thought to have been a member of the Tzimisce (his current whereabouts are unknown). He is a good example of the clan's darker nature. The Tzimisces can be some of the most cruel and inhuman of all Sabbat, and are thought to have slain their Antediluvian founder.

- **Assamite *Antitribu*:** Assamites in the Sabbat are much like their counterparts outside the sect, sharing the same basic spiritual beliefs and appearance. However, the Assamites of the Sabbat are free from the curse of the Tremere, so the blood of other Kindred is not poisonous to them. For this reason, the Assamites of the Sabbat may be considered members of a separate bloodline. In actuality, the Sabbat bloodline is the Assamite original. Since the curse affected the founder of the clan, however, the *antitribu*, not the other Assamites, are considered the "subspecies."

Most Assamite *antitribu* are either paladins or members of the Black Hand.

- **Brujah *Antitribu*:** The Brujah of the Sabbat are almost exactly like the Brujah outside the sect. While Brujah are considered rebels by the Camarilla, the Sabbat Brujah are part of the establishment. The Brujah *antitribu* hate the Camarilla more than any of the other clans, but try the hardest to convert anarchs to their side.

- **Gangrel *Antitribu*:** The Gangrel of the Sabbat may be divided into two categories, City Gangrel and Country Gangrel. The City Gangrel *antitribu* is a distinct bloodline which developed after the Gangrel reached the New World. They have become the ultimate hunters in the city, surpassing all the other vampires in urban survival and lore. The city is their neon forest. The Country Gangrel exist in nomadic packs and are very similar to the Gangrel of the Camarilla. Many of these Country Gangrel are American Indians, and even those that are not share certain beliefs and rituals with the Native Americans.

All Gangrel *antitribu* hate their fellow clan members outside the Sabbat, the City Gangrel much more than the Country Gangrel.

- **Malkavian *Antitribu*:** The Malkavians of the Sabbat are no longer human in any sense of the word. The Malkavian *antitribu* are so insane that they are often locked up for their own safety and the safety of other Sabbat. Derangements are irrepressible in them, possibly resulting from the horrid effects of the Creation Rites. Sabbat Malkavians have to be carefully watched by the leaders in the sect, for they are so unpredictable they might even forget whose side they are on.

The Malkavian *antitribu* constitute a separate bloodline. This is a result of the influence the Malkavians have received over the centuries from the blood of other vampires. The Malkavian *antitribu* do seem to possess peculiar insight concerning both the Camarilla and the Sabbat.

- **Nosferatu *Antitribu*:** The Nosferatu within the Sabbat are almost exactly like the Nosferatu outside the sect. They retain more of their human beliefs than any other Sabbat vampires. Many still see themselves as humans, just humans of a different sort.

They tend to form packs of their own and maintain loyalty to their clan as much as loyalty to their sect. The Sabbat Nosferatu maintain ties to their fellow clan members outside the sect, unlike the other Sabbat clans. While most Nosferatu live in the sewers of cities, some are nomads. The Nosferatu *antitribu* know more of the Camarilla's secrets than any other Sabbat.

- **Panders:** This is a "clan" of Caitiff. The Caitiff united under Joseph Pander, a Caitiff himself, to create their own "clan." They have their own gatherings and rituals, as do all the other Sabbat clans. Sabbat, unlike other vampires, accept Caitiff as equals (at least to their faces).

- **Ravnos *Antitribu*:** The Ravnos of the Sabbat are mostly nomadic, like their counterparts outside the Sabbat. The Ravnos *antitribu* are loyal to others within the Sabbat,

even non-Ravnos. However, the Ravnos of the Sabbat are still a tricky lot, and are some of the wildest vampires within the sect. Many nomadic Sabbat packs are led by Ravnos *antitribu*. The Ravnos of the Sabbat do not get along with Gypsies or Ravnos outside the sect (they do not feel compelled to treat them as members of the same clan), and have very little contact with them.

- **Serpents of the Light:** This clan is nearly as evil as the Setites, its ancestor clan. The Serpents of the Light is the smallest clan of the Sabbat, but it is rapidly increasing in size and power. The Lasombra considers the clan a threat to its leadership. Most of the clan's members are Haitian in origin, and the clan maintains relations with a voodoo cult. While the clan claims a distinct name for itself, it is not really a separate bloodline.

- **Toreador *Antitribu*:** Toreador within the Sabbat are very different from the Toreador of the Camarilla. The Toreador of the Sabbat are just as interested in the fine arts. However, rather than reveling in the human understanding of the arts, they carry the arts to a new level of understanding, a level far beyond that of mortals.

To the Toreador of the Sabbat, pain, cruelty and evil are just as important as all good aspects of humanity, and should thus be studied and utilized in art as well. The Toreador *antitribu* are very strange, almost as bizarre as the Malkavians of the Camarilla. Their inhuman interests are reflected in both their personality and their work.

- **Tremere *Antitribu*:** The Tremere of the Sabbat are few in number and trusted even less than Ravnos *antitribu*, but are highly respected. They often serve as advisors to Sabbat leaders. The Tremere of the Camarilla have cursed their rebellious brethren with a mystical mark that renders them easily recognizable by Camarilla Tremere. This curse makes it easy for them to be spotted and prevents them from acting as spies for the Sabbat. The Tremere *antitribu* are known to utilize paths of Thaumaturgy not practiced by other Tremere.

- **Ventrue *Antitribu*:** The Ventrue of the Sabbat are the true rebels. The Ventrue were the founders of the Camarilla, so the Ventrue who joined the Sabbat in the early days of the sect were among the most rebellious of all Kindred. The Ventrue *antitribu* feel they have the most to prove, since they are not the most respected clan within the Sabbat.

The primary concern of the Sabbat Ventrue is making others perceive them as rebels. To the Ventrue of the Sabbat, image is as important as truth. Ironically, they are also among the most widely skilled and educated of all Sabbat.

The Structure of the Sabbat

I am the people — the mob — the crowd — the mass.
Do you know that all the great work of the world is done through me?

— Carl Sandburg, "I am the People, the Mob"

The Sabbat is not a very structured sect. There are many levels and positions of leadership. However, unlike the Camarilla, the positions are filled only by the most loyal and capable vampires, regardless of generation. The role of leader in the sect is just that: a leader. Leaders are not rulers. However, the higher the level of leadership, the more Sabbat will listen to and obey the leader. The role of leader is more or less claimed, not awarded. Thus, those fit to lead find their places, pushing out those who are unfit.

The majority of the Sabbat's leaders come from the Lasombra and Tzimisce clans. There are many strong leaders from other clans, but these two clans carry the most prestige, especially since they have had the most success in destroying their elders outside the Sabbat. The Lasombra is most revered of all since it is believed that all of the clan's elders, including its founder, have been destroyed. The Tzimisce clan has worked diligently to destroy all its elders, but a number are thought still to exist.

The levels of leadership within the Sabbat are not always precisely defined. The amount of power leaders have is based on how much they can rightfully claim. If they can back themselves up through the support of packs, then they have the right to that level of leadership. The Sabbat uses the titles of clergy to denote the basic levels of leadership that exist within the sect. The practice started partially out of mockery, but it has developed into a useful representation of leadership.

The highest leader bears the title Regent, for (according to Sabbat doctrine) she is merely overseeing the sons and daughters of Caine until Caine returns to lead his children himself. The Regent is the president, so to speak, of this vampire sect. The Regent does not have absolute authority, but her directives are usually carried out. There have been four Regents in the sect's history. Each Regent has been overthrown by the other top leaders. Three of the four Regents of the sect, including the current one, have been members of the Lasombra clan. One was of the Tzimisce clan. The current Regent is a fourth generation Lasombra named Melinda. She is a ruthless manipulator who used assassination and blackmail to gain control of the sect; however, she has proven time and time again to be an outstanding leader.

Assisting the Regent are the cardinals of the Sabbat. This lot has managed to gain control over large geographical regions. The cardinals seldom answer to the Regent or the prisci unless their activities have a detrimental effect on the Sabbat as a whole. The cardinals are responsible for all that happens within their regions, and for planning and delegating all Sabbat activities within their respective regions. There are currently 13 cardinals of the Sabbat. With the expansionist policy of the Sabbat, this number will soon increase.

Below the cardinals in power (although some would refute this) are the prisci. The prisci act as a Consistory (similar to a board of directors) for the Sabbat, advising the Regent and the cardinals about the affairs of the sect. Collectively the prisci have far greater power than one cardinal, but a single priscus is no match for a cardinal in the power politics of the Sabbat. Most prisci are elders or ambitious ancillæ of various clans. The prisci, along with the cardinals, form the Inner Circle of the Sabbat. The Inner Circle has the power to depose or overrule a Regent.

Serving each cardinal of the Sabbat are archbishops. These vampires usually rise through the ranks, serving lengthy tenures as priests and bishops of the sect. Each cardinal has the power to appoint whomever he wishes to the position of archbishop. Some accept bribes, but vampires who gain their positions in this manner often mysteriously disappear. Most archbishops simply proclaim themselves archbishop and the cardinal usually approves it. The archbishop is the Sabbat's answer to the Camarilla prince. The archbishop controls a city, referred to as an archdiocese.

Below the archbishops are the bishops. The bishops control the finances and security of the sect. The bishops can call upon individuals or entire packs to carry out activities in the best interest of the sect. Often the bishops control divisions of territory within a city; these divisions are referred to as dioceses. Sabbat members are within their rights to refuse a bishop's request, but they lose favor with that bishop and may be recognized as disloyal by many others.

Sabbat priests are the lowest-ranked leaders within the sect, and assist in the administration of individual packs. Each priest is a skilled leader, though she may not be the only leader within a pack. The priest acts as emissary to the bishops in the city. The priest is also trained in leading Sabbat rituals.

Each Sabbat-controlled city contains at least one communal haven, open to any and all Sabbat members. Communal havens are referred to as temples (smaller ones), or cathedrals (larger ones). The largest communal haven in a given city is also the haven of the archbishop. The temples are often used by nomadic Sabbat when they pass through the city. The temples are usually meeting places and sometimes havens for more than one Sabbat coven.

The Sabbat has its share of assassins in addition to the Black Hand. These assassins, known as paladins or templars, serve as personal guards to higher-level leaders. They are also sometimes used to eliminate threats to the security of the Sabbat or the welfare of their personal liege. Some paladins appear to be more loyal to their personal liege than they are to the Sabbat itself.

The fundamental level of organization within the Sabbat is the pack. There are two types of packs — city packs and nomadic packs. City packs generally have more power than nomadic packs. Strong packs may greatly influence the leadership of the Sabbat in their territory. When several packs work together, they can even overrule their leaders. After all, freedom is the purpose of the sect.

Though demagoguery is the primary means of claiming positions of leadership, the Sabbat also has a tradition known as the Monomacy. Occasionally, members of the sect become dissatisfied with the behavior of other pack members or their leaders and wish to make a change more to their liking. Doing this is no small affair. In most cases it ends with the Final Death of the offended or the offender.

Monomacy is a duel, pure and simple. The challenger sends the offending vampire a challenge which must promptly be either accepted or denied. If a Sabbat denies a challenge he is usually branded a coward, and while no one may force a Sabbat to accept a challenge (since the sect values freedom), the cowardly vampire is regarded with suspicion by his superiors. If the offender subsequently takes an action deemed harmful to the sect, the Sabbat's superior will remove the vampire's title and right to lead.

If the challenged party accepts the challenge, the duel will be fought according to the rules of Monomacy. The rules provide for an arbiter who may judge the winner of a duel; the arbiter also sets the level of risk, which is usually until one party or the other is destroyed. Monomacy happens infrequently, since most Sabbat try to find more subtle means of achieving their goals. If the challenger wins the duel, he may elect another person to replace the loser. The winner usually picks himself, though sometimes vampires enter into the duel on behalf of others. Vampires who continually abuse Monomacy as a way of achieving power over others are usually assassinated under orders of the higher-level leaders. They do not like threats to their positions.

Why the Titles?

The Sabbat uses many titles derived from those of Catholic church officials. There are good reasons why the Sabbat chose those titles. First of all, the name of the sect itself shows its contempt for the Inquisition and the witch hunts. Also, some Sabbat vampires actually managed to create alternate identities as church officials to steer the Inquisition away from the Sabbat and point them toward the Camarilla. The titles were kept by many after the brunt of the Inquisition died. Other Sabbat vampires began to use the titles, and they eventually came to denote actual positions of leadership.

The titles taken vary. Nomenclature depends upon what title a Sabbat leader wishes to use. The only requirement is that the title be of lesser stature than the title of one's superior. This has led to a great deal of heterogeneity among those of similar position.

In addition to this flexible (and often contradictory) use of titles, some of the titles are not connected with the Catholic church. To further confuse things, some of the titles are used in a completely incorrect manner, such as the title of cardinal. However, that is how the Sabbat does things. The Sabbat has never been known for its precision.

Keep in mind that the positions described are rough outlines of the basic power the various leaders possess. Leadership in the sect is hardly that clear-cut. The system of leadership within the Sabbat is analogous (though not identical) to the feudal system. Both seem to be very monolithic and concrete; in reality, however, there are varying degrees of power and responsibility even between holders of the various titles, due to individual ability, wealth and support.

The Loyalist Movement

Go put your creed in your deed,
Nor speak with double tongue.

— Ralph Waldo Emerson,
"Ode Inscribed to W. H. Channing"

The loyalist movement is an extremist faction within the Sabbat. It is supported mostly by Ventrue *antitribu* and Panders, but a number of the more rebellious Sabbat elders also support the movement. The cause to which these loyalists cling is one of "loyalty to the Sabbat through disloyalty to leaders." They believe that they must follow the principle of freedom, and to do so they must be able to act as they please, even to the point of totally disregarding their leaders.

They see this as the fundamental philosophy of the sect, and they are not really off the mark. Their attitudes are closer to those of the original Sabbat than their leaders' are. The loyalists argue that without total freedom, the Sabbat becomes just another Camarilla.

The members of this movement claim to be fervently loyal, but refuse to take orders. Many even refuse to take part in ludicrous rituals. They serve their own packs as they see fit, but most associate with others who follow this cause. They have their own coteries and set their own agendas.

Because of all the controversy this has caused, the founders of this movement have been attacked both philosophically and physically. Many over-zealous and overconfident paladins have lost their unlives trying to destroy this threat to Sabbat inner peace. Unfortunately, each new attempt to quell the movement only strengthens it. Entire packs have been known to turn on their leaders and start doing as they please. The Regent has thought about deploying the extremely loyal Black Hand, but she has yet to commit to any action.

The Black Hand

He must be a demon flown first class from Hell, advance agent for the Anti-Christ, if he is not him in person.

— Philip Jose Farmer, *Nobody's Perfect*

The Black Hand is a sect within a sect, an elite group of vampires recognized as separate from all other Sabbat. The Black Hand (or simply the Hand) is not truly a separate body, however, since all its members are loyal to the Sabbat over all else.

The Black Hand is composed primarily of Assamite *antitribu*, as well as many of the more militant vampires from other clans. The members of the Hand do not exist in packs of their own. Rather, they are members of normal Sabbat packs. While most Black Hand vampires are tough, their irate packmates quickly put them in their place if they overstep themselves.

The Black Hand is a special militia which the leaders of the Sabbat can muster in times of need. All Hand members are quite skilled in the ways of war. The Black Hand does not remain intact for long periods of time, since the Sabbat leaders fear the order might attempt a coup against them. Throughout its history, however, the Hand has always served faithfully.

The leaders of the Sabbat call upon the Black Hand most often for the purpose of leading assaults against Camarilla-held cities. The Hand is the most deadly assortment of vampires ever gathered and makes short work out of almost all opponents. The top-ranking Sabbat do not favor elitism, and when low-level Sabbat leaders muster and deploy a part of the Black Hand to deal with a threat the Sabbat packs could deal with, the low-level leaders are punished.

The members of the Black Hand themselves select the Sabbat vampires who are to be offered a chance to join the Hand. Some of the more ambitious Sabbat try to catch the eye of the Hand by showing off their martial skills, participating solo in a War Party, performing bravely in sieges of cities, or challenging a member of the Hand to a duel.

The Black Hand puts all candidates through a rigorous series of trials which test cunning, willpower, physical prowess and martial skills. Those who pass the trials are inducted into the Black Hand. The new Hand member receives a permanent magical brand in the shape of a black crescent moon on the palm of his right hand. After the vampire's induction, the Hand assigns him a sponsor who acts as a mentor to the vampire. The new member of the Hand receives detailed instruction in the order's ways, and he must come when the Hand calls him to action.

A council of four powerful vampires rules the Black Hand. These four, known as the Seraphim, act as generals for the order, serving the Regent directly and sitting on the Consistory with the prisci and cardinals. The Seraphim are aided by the dominions, the lower-level leaders within the

Hand. To become a dominion or a seraph requires the support of the existing leaders, as well as excellent leadership, intrigue, political, combat and tactical skills.

The Black Hand is one of the major reasons the Sabbat has stayed together through all its internal conflict. The Black Hand alone among the Sabbat remained united through the last Sabbat civil war. The Hand managed to hold onto a few cities, preventing the growing Camarilla from moving in. However, the newest seraph, calling himself Djuhah, is rumored to have plans for the creation of permanent packs, called columns, composed completely of Hand members. The Black Hand has been very secretive of late, so this could very well be true.

The Black Hand is also rumored to be fighting the power of the Sabbat Inquisition. This could be for political reasons, but it is possible that the Black Hand has secrets it wishes to keep hidden.

The Sabbat Inquisition

The Sabbat Inquisition is just as violent and impassive as the Inquisitions that came before it. The Sabbat Inquisition is a special effort made by the leaders of the sect to stamp out the ever-growing disease of corruption in the form of the Path of Evil Revelations.

The Sabbat Inquisition is composed of a select few Sabbat who are powerful and well trusted. It travels to all Sabbat territories and presides over cases against accused Sabbat. The Inquisition issues punishments, usually long and painful beyond measure (even worse than standard Sabbat punishments); it also has the authority to remove bishops and priests from power. The Sabbat Inquisition could become a powerful political tool, but it has yet to do so because all the Sabbat that serve it appear devout in their duties.

The Sabbat Inquisition has the power to go wherever it pleases, and it can stick its nose into any and all Sabbat vampires' personal affairs. The Inquisitors travel in groups of five, along with two templars. Their wants are always seen to, and they never need to hunt, since vitæ is always provided for them.

The Inquisitors number only 15, but they are more than capable of resolving all the problems of Infernal diablerie. The Inquisitors prefer to arrive in a Sabbat city unannounced, catching even the archbishop off guard. They consider evidence against all Sabbat, even elders. The Inquisition will listen to anyone's accusation, but if a member of the Sabbat does not provide sufficient proof against the vampire whom he accuses, he will usually be embarrassed and left to the revenge of the vampire he offended.

No one knows whom the Inquisitors are investigating, or what skeletons they will drag out of the closet. The Inquisitors are very secretive, zealous, callous and harsh. They are naturally intimidating due to their power and single-mindedness. They can take the unlife of almost any Sabbat without a moment's hesitation. When they are around, even the mighty archbishops and elders tremble in fear.

Sabbat History

Roses have thorns and shining waters mud, and cancer lurks deep in the sweetest bud
Clouds and eclipses stain the moon and sun, and history reeks of the wrongs we have done
After today, consider me gone
To search for perfection is all very well, but to look for heaven is to live here in hell
After today, consider me gone.

— Sting, "*Consider Me Gone*"

Long ago in Europe, a great panic erupted among the vampires. After centuries of relative peace between kine and Kindred, the ignorant peasants were ignited by the fire of the Inquisition to destroy all that they deemed supernatural. The old vampires had grown complacent and proved to be no match for this new threat. Because most of the Methuselahs feared Final Death, they sacrificed their childer for their own survival. Due to the strength of the Blood Bond, there was little these young Kindred could do other than rush out and meet death head-on.

The Inquisition struck the Brujah of Spain especially hard. The elders of the clan went into hiding, leaving their young to fend for themselves. These young Brujah fought to survive and, with their elders gone, had no reason to stay in hiding. The Brujah went to war against the Inquisition. They traveled the land trying to rally support for their cause. This drew the attention of other elders, who sent their own young to drive these troublemakers out of their territory. They did not want the full force of the Inquisition coming down on their heads.

Around the same time, in the region of Eastern Europe that is today Austria, Czechoslovakia and Hungary, the Tzimisce clan was having trouble of its own. A group of conspirators within the clan learned that by repeatedly mixing and drinking a little blood from all their fellow conspirators mixed together, any previous Blood Bond was severed and replaced by strong loyalty to all those who participated in the new Blood Bond ritual. This practice grew and soon the conspiracy turned into a civil war of young versus old. The elders of the clan defeated the rebels; however, many of them escaped west.

The Tzimisce rebels eventually joined up with the Brujah, and together they began to free other Kindred from their Blood Bonds. The movement, which became known as the anarch revolt, grew and the Methuselahs began intensifying their attacks against them. The Lasombra and Ventrue clans were especially diligent against the anarchs. Still, anarch spies were able to draw a small number of young Lasombra to their side through the use of their ritual to break their Blood Bonds.

At the same time, there was another problem — the Assamites. The Assamites had been traveling the countryside drinking the blood of elders and anarchs alike in their quest for spiritual fulfillment. In an attempt to protect themselves from these powerful Kindred warriors, the anarchs offered terms for peace with the ruthless and skillful Assamite clan.

The Assamites agreed not to destroy the anarchs; in return, the anarchs provided them with the opportunity to destroy the third generation Lasombra Antediluvian as well as other elders of the Lasombra clan. The Assamites agreed, and together with the Lasombra anarchs, they attacked the leaders of the Lasombra clan as they slept in their havens. The Lasombra clan fell like a house of cards after the founder and other major leaders were destroyed. The surviving Lasombra switched their support to the anarch movement.

This was the peak of the Anarch Revolt. Other Kindred of various clans shifted their support to the anarchs, and the elders were destroyed one by one. Elders of the Ventrue called upon the other vampire clans to unify their efforts against the anarchs and the Inquisition. Without concerted effort, they implored, each clan would fall. Seven clans agreed to support unification and the Camarilla was established. The efforts of the newly established Camarilla were far less subtle than they are today. They went to war against the young anarchs.

Even with the combined efforts of the seven clans, the anarchs still proved tough opposition for the Camarilla. However, many young Kindred maintained their support for their elders, either out of fear or as a chance for personal gain. The Tremere proved to be a powerful new force. Their hatred of the Tzimisce was enormous, due to past conflict.

The Camarilla gained the upper hand on the anarchs after years of intense fighting. With the odds of survival against them, the anarch leaders appealed for peace. The first Conclave was held in a small English village, and the anarchs signed a treaty called the Convention of Thorns. They were also forced to drink the blood of the leaders representing each of the seven Camarilla clans. The Brujah leaders were the first to offer peace between themselves and the Camarilla.

Many of the anarchs whose clans had joined the Camarilla saw surrender as their only opportunity before their own clans hunted them down. The Assamites swore an oath prohibiting future aggression against the Camarilla, but refused to commit to the Blood Bond. In return it was agreed the Tremere would cast an enchantment upon the entire clan rendering its members incapable of diablerie.

Some of the anarchs did not agree to this peace, believing that once again their leaders had sold them out. The Tzimisce and Lasombra clan members were among the most numerous of the anarchs who refused to accept the peace. The Tzimisces were the bitter enemies of the Tremere and would never accept defeat to them. The Lasombra had destroyed the leaders of their clan and many of the Ventrue elders as well, so they knew they would be severely punished. Together with the members of the other clans who refused to surrender, they formed the Sabbat, named after the witches' Sabbath as a reminder of their origin amid the Inquisition.

The Camarilla spared no expense in trying to destroy the Sabbat. Sabbat leaders knew their old tactics would not work against the Camarilla now that many former anarchs were with them. They chose the tactics of their own one-time masters and pushed them to the extreme. They produced vampires of their own to fight against the enemy, only they did so in massive numbers. The recruits who survived the lengthy Jyhad were accepted as True Sabbat and in turn produced many more vampires. All the vampires went through the same ritual as all other vampires they created, thus ensuring only the strong would survive and would no longer be human in any way. All new recruits were Blood Bound to the group of Sabbat that created them to ensure loyalty.

The Sabbat-Camarilla Wars went on for more than 200 years. The Sabbat was numerically disadvantaged during the entire conflict, but its loyalty and unpredictability kept the sect alive. Eventually the sect was forced north into Scandinavia and into hiding by the Camarilla. During the next century, fighting continued on a much smaller scale than before.

It was during this time of peace that Sabbat vampires, realizing they were inhuman, began their search for a higher code of morality. More than one belief system emerged during this time and these codes of vampiric quasi-morality became known as the Paths of Enlightenment. The Paths of Enlightenment could be considered vampiric religions, but they were also useful in helping many Sabbat recruits retain their sanity after the horror of the Creation Rites.

The Sabbat also began to develop occult rituals and practices. These served to unite the sect, strengthening its members' loyalty and providing a common bond. In addition, the warband of the Sabbat known as the Black Hand was created to act as a special militia that could be called up at any time to meet any threat.

During the early 1700s, the Sabbat saw the chance to finally free itself from the yoke of Camarilla interference. It was during this period that many within the sect moved to the colonies in the New World. As the cities grew, so did the Sabbat. In those early times, the Sabbat of the colonies found human prey scarce, so their number remained small. Many of the Sabbat even moved into the frontier to see the undiscovered wilds of America and prey upon the animals and aboriginal people.

Most leaders in the colonies were representatives of the crown, and these were controlled by the Camarilla of Europe. The growing influence of the Camarilla in the New World prompted the Sabbat to incite the American War for Independence. The Camarilla did not like this too much and it renewed pressure upon the Sabbat of Europe, eventually forcing the top leaders of the Sabbat to shift their power base to the New World. The Sabbat did gain strong influence in North America and it was during this time that the first defections by Tremere occurred. In fact, many Camarilla defected, believing the Camarilla's influence in the former colonies to be declining.

By the mid-1800s, however, it became apparent that the Camarilla would remain in power in North America. Brujah and Gangrel had fought with the colonists in the Revolution, and they controlled many important areas. The Camarilla began to lay siege to Sabbat cities, and many fell easily.

A major reason for this Camarilla success was the increasing power struggle within the Sabbat. It was during the American War for Independence that the sect began to feed upon itself, as many revolutions do. The failure of the Sabbat leaders to crush the Camarilla during the War for Independence, a time it could have been easily accomplished, as well as the acceptance of Camarilla defectors, caused many Sabbat to consider their leaders weak. Many sect leaders were forced out of power or destroyed.

As soon as a leader claimed power, he was challenged by other power-hungry vampires. Soon factions began to develop and wage war on other Sabbat, both within their own territory and in other cities. The Black Hand was shortly the only element of the Sabbat to remain somewhat intact, though it had its own problems. The schisms made it that much easier for the Camarilla to gain control of many of the Sabbat-held cities. The internal conflict waged from the mid-1800s through the 1930s. Since that time, the Sabbat has become a little more structured, but is far from being organized or having a strict hierarchy.

Fortunately, the Sabbat managed to keep control of some major cities in the United States even through the internal war. Some cities, such as Philadelphia, remained under Sabbat domination because the Black Hand centralized most of its number in these locations. The Sabbat began to develop along two lines — city Kindred and nomadic Kindred. Many of the nomadic packs were Sabbat that fled their cities after defeat at the hands of the Camarilla or other Sabbat. The city Kindred maintained permanent havens and controlled the cities, while the nomadic Kindred traveled all over the country, never existing in one place too long.

In the last 20 years, the Sabbat has begun to reassert itself, this time much more forcefully than it ever has before. The Sabbat has become much more powerful than the Camarilla had suspected only a few years ago. The sect has been able to take back several cities the Camarilla had stolen from it as well as ones it never controlled before. The Sabbat is a major threat to the Camarilla and the intense growth of this enemy sect has caused the Camarilla to fear another Great Jyhad.

The Sabbat of Today

Did you think the lion was sleeping because he didn't roar?
— Johann Friedrick von Schiller,
The Conspiracy of Fiesco

While the Sabbat is not the largest vampire sect, it is the most active. The Sabbat exists to provide individual freedom and protection from the return of the Antediluvians. This requires a strong power base and keeps the sect busy in many schemes to increase its overall power and influence. It is important to recognize that the methods used are as varied as the sect itself. There is no standard procedure. All leaders are allowed to stand or fall on their own ability. The Darwinist ideology of survival of the fittest is carried over to leadership, just as it is practiced in all other aspects of Sabbat unlife.

The most important of all Sabbat activities is the subversion of Camarilla influence. The Sabbat was founded on the principle of rebellion and today the establishment is the Camarilla. The Camarilla controls the majority of North America and virtually all of Western Europe. Believing its mission to be a sacred one, the Sabbat has decided to reestablish its dominance on the North American continent.

During the 1800s the Sabbat lost its power in many Eastern cities and lost what limited power it had in the West. California became the most bloody battleground of all and has remained so even today. During this time, the Sabbat suffered intra-sect conflicts which severely limited its ability to act in a cohesive manner. These internal troubles did not end until the 1940s. After the leaders were secure in their own power, they once more set their sights on the Camarilla, which had grown far greater in size and power than the Sabbat had imagined.

Since that time, the Sabbat has perfected the art of retaking previous territorial holdings through some of the most brutal and outlandish tactics ever used by vampires. More information is contained in the section called The Holy Crusades.

The Sabbat operations are funded in a number of ways, most of which are legal — not that it really matters. The Sabbat has gained control over a number of corporations and financial institutions. While Sabbat influence is nowhere near the level of the Giovanni clan's control, it is enough to support most Sabbat activities. All individual Sabbat vampires are allowed to amass wealth as long as it does not conflict with the basic interests of the sect. Many bishops and archbishops are multimillionaires.

The Sabbat fiercely competes with the Giovanni clan over certain territories. The Giovanni originally let the Sabbat take some of their control away to appease the so-called "lunatic sect." The Sabbat would not settle for this

petty allowance and pushed against the small Giovanni clan. However, the Giovanni proved strong opponents due to the overwhelming influence the clan had in the mortal world. Their law enforcement and organized crime influence far overwhelmed the power of the Sabbat in the mortal world. Even the brutal Sabbat tactics of killing off mortal agents of the enemy and jeopardizing the Masquerade have had only limited effect. While it incapacitates Giovanni activities for a short time, it does not come close to ending them. The Sabbat is beginning to employ human spies to increase Sabbat knowledge of the Giovanni before attempting any further major efforts to usurp Giovanni control.

The Sabbat is also trying to gain some power in the Far East. The Sabbat has tried to set up archdioceses and temples in Saigon, Vietnam; Kyoto, Kobe and Yokohama in Japan; and Tientsin in China. The efforts so far have had little success. The Sabbat in these areas face problems unlike those found by opposing the Camarilla and other European vampires. The supernatural threats in the Far East are of a variety none of the Sabbat have encountered before. Oriental vampires are unlike any Kindred ever before encountered, and their unusual abilities, as well as their knowledge of the territory, provide them an incredible edge. Some Sabbat leaders are demanding increased efforts in the Far East; however, the current efforts against the Camarilla have forced the plans of expansion to remain on a continental scale for the time being.

Sabbat power is checked not only in the Far East, but in other parts of the world as well. The Camarilla completely controls Western Europe and the Sabbat has no plans to invade the heartland of Camarilla power. The Sabbat has some limited power in Eastern Europe, but the division of the Soviet Union may provide the Sabbat a chance to gain greater influence within the smaller states if the current chaos ever comes to an end. The Sabbat had trouble facing the awesome power of the Brujah Council in the Soviet Union, but does not realize a greater threat exists in Baba Yaga.

The Sabbat does control nearly all of Mexico, but the sect has so far shown little interest in Central or South America. It has a small number of dioceses in Brazil, Argentina, Paraguay and Bolivia, but is making little effort to expand its territory.

One unusual area of interest is that of historical and archaeological research. The Sabbat on the Path of Caine are trying to find all the original pieces to the *Book of Nod*. The Sabbat on this path believe the history of vampires will justify Sabbat paranoia regarding the Camarilla. They believe the

book contains references to plans of the Antediluvians to create a facade of safety by building a union of the clans to be controlled by themselves.

The Sabbat of Scandinavia are at the forefront of this effort. The Tremere clan and the Inconnu, both of whom are believed to own large sections of the original manuscript, have opposed this archaeological effort of the Sabbat. There have been no major finds in the last century, though there have been a number of very good leads.

One major internal crisis is occurring within the Sabbat. Within the last 15 years or so, the sect has seen the birth of a new, radical movement opposing its slowly developing structure. Led by Ventrue *antitribu*, the movement has been most popular among the young. They believe that to serve the Sabbat to the fullest, they must return to the more chaotic ways of earlier times. In their eyes, the sect has become stagnant. These neonates frequently disobey orders when they believe they can get away with it, and their philosophical position for this disobedience is well grounded.

The Sabbat Around the World

The Sabbat exists not only in the United States, but all over the world. Sabbat of all the different regions are similar in many ways, the greatest being their shared history, dogma and methods of operation. The Sabbat of the different regions vary in their loyalty to the Sabbat of other regions. In some areas, Sabbat vampires practically cut themselves off from their brethren in other parts of the world.

The United States and Canada

The majority of the Sabbat vampires described throughout this book reside in North America. The Sabbat is strongest in this area and the entire upper level of leadership is thought to be based here. The American and Canadian Sabbat are the most active participants in the Jyhad against the Camarilla.

Mexico

The Sabbat of Mexico are large in number. Most are coven members, but there are some nomadic packs. Mexico City has the largest number of Sabbat in any one city. The Sabbat of Mexico hold a great deal of influence and stability. They are similar in most respects to the U.S. and Canadian Sabbat, but have one distinct difference: they are not the minority vampire faction.

The Mexican Sabbat dominate their country almost completely. The Camarilla holds no real power in Mexico, with the exception of the Yucatan peninsula. While there are Camarilla Kindred in Mexico, they have had little success in establishing a base of power. It is rumored that the Camarilla is planning an assault upon Mexico City, but the truth behind this rumor is unknown. This is almost certainly fictitious, since Mexico City is the greatest Sabbat stronghold in existence.

The West Indies

The Sabbat has almost no power in the West Indies. Sabbat pirates have long patrolled the waters of the West Indies, but until recently the Sabbat has had no interest in acquiring territory in the area. The Sabbat vampires of Florida have been trying to gain power in Cuba, but have had little success. The sect has also been trying to insinuate itself into Haiti, but has encountered the Followers of Set, who fight as down and dirty as the Sabbat itself. The Cult of Ezuli is responsible for much of the Sabbat's defeat so far, but other groups have also played a role. The Sabbat has not managed to set up even one temple in Haiti, and the mortality rate among the Sabbat in Haiti is extremely high, even by Sabbat standards.

While certain Setites have even joined the Sabbat and aided in the fight against their former clan, the Sabbat is not winning the war in Haiti. The Sabbat has also begun to show interest in the Dominican Republic, but due to a cold war between the Tremere and the Followers of Set, who both possess large interests there, the Sabbat has to use more subtlety in establishing itself. Neither the Tremere nor the Setites want to further complicate matters with a new enemy. Both try to play their rival against the Sabbat rather than take action themselves.

Central and South America

The Sabbat holds limited power in these regions. Most vampires of Central and South America do not belong to any sect. The Sabbat is most numerous and powerful in Bolivia, Paraguay, Brazil and Argentina. The Mexican Sabbat have the greatest influence in Central America, mainly in Guatemala and Honduras. The resident Sabbat of both Central America and South America are mostly nomadic, but there are a few established covens. The Sabbat of Mexico and Texas have shown the greatest interest in increasing the Sabbat's influence in Central and South America.

United Kingdom and Ireland

The Sabbat has been enjoying the state of confusion and dissent that has raped these magical lands of pride and unity among the Kindred. The Sabbat has sent a number of scouts to add fuel to the ever-spreading fire, but the sect as a whole is simply waiting to move in after the dust settles.

France

The Sabbat of Western Europe are small in number and have so little influence in both the mortal and immortal worlds as to be considered inconsequential. The Camarilla controls Western Europe and the Sabbat is forced to slink about in hiding. The largest number of Sabbat vampires in Western Europe are in France. They exist mainly near Paris, but there are nomadic Sabbat that travel all over France. They try to oppose the Toreador's iron hold on the city, but have made little overt efforts to date.

Most of the Sabbat of Western Europe are useful spies, since the majority of them have attained membership in the Camarilla, but those of France are especially close to higher-ups of the Camarilla. These Sabbat are in contact with Sabbat in other places in the world. It is rumored that the Tremere have spies of their own who have infiltrated the French Sabbat, but this is speculation. However, the very thought of Tremere double agents has caused a panic among the French Sabbat. Their use of the Vaulderie is at an all-time high while, paradoxically, trust among them is at an all-time low.

Germany

The Sabbat of Germany are well hidden in the depths of the Black Forest. They exist in fairly large numbers compared to the rest of Europe, but they are so powerful because they take almost no overt risks to better the sect. The source of their power resembles that of the Giovanni, and they are trying to gain political and financial control of the United Germany.

The Sabbat hopes to use this might to utterly destroy the anarch-infested Camarilla of the country and use it as a place to launch an attack on the rest of Europe. The Sabbat began this plan in the 1890s and promoted aggression by Germany in two world wars. The Sabbat vampires of Germany are all closely knit and share in the Vaulderie quite often. They have strict rules on recruitment and feeding that all Sabbat, even guests, must obey or face Final Death.

Austria

The Sabbat practically does not exist in Austria. While a few brave nomadic packs have been known to roam Vienna, the dominance of the Tremere and Ventrue is overwhelming. The Sabbat of Germany will move in to pick up the pieces and finish off the winner after the Tremere and Ventrue finish their fighting.

Spain

The Sabbat of Spain are very much like their counterparts in America, and their power has waxed and waned over the years. They continually challenge Camarilla power and openly attack both the Tremere and the Brujah. It is rumored that some of the Sabbat leaders have formed an alliance with the mages of the country, but there has been no evidence to support this. The Sabbat is known to control the capital, Madrid, and the city of Cádiz. The Society of Leopold still exists in Madrid, but its power has become limited since the last vestiges of the Spanish Inquisition disappeared in 1812. Spain is very important to the Sabbat since it represents the home from which the anarch movement and consequently the Sabbat sprang.

Additionally, the Lasombra clan traces much of its heritage back to the Iberian peninsula. Until 1975, Spain had been the one exception to the sect's weakness in Western Europe. Here they ruled and the Camarilla cowered in fear.

They grew complacent in their strength and, thanks to internal divisions, lost much of their territory to the Camarilla. Only recently, with the rise of an especially powerful leader, have they been able to think about regaining their lost territory.

Italy

The Sabbat has a small amount of power in Italy. A few powerful Lasombra of the Sabbat have made their permanent havens around Florence and come to an uneasy arrangement with the Toreador of the city. The city of Milan is perhaps the only Sabbat city in Italy. The city has been isolated and ignored by the Ventrue since the powerful archbishop Giangaleazzo, who ruled the city-state in life, has given his word not to pursue aggression against the Camarilla as long as his city is left in peace.

Rumor has it that this powerful vampire has sought to unite the power of the Mafia and the Lupines with the Sabbat of Italy. No proof has been given and those who claim to have some tend to vanish very quickly. Sabbat leaders in America wonder if Giangaleazzo is working toward the betterment of the Sabbat or scheming to increase his own personal control over Western Europe. It is known to most Sabbat leaders that Giangaleazzo does not get along well with the Sabbat of Germany.

Scandinavia

The Sabbat of Norway, Sweden, Luxembourg and Denmark are different from most other Sabbat. The sect is still strong in the region, but it makes no effort to increase its power except in Amsterdam, and even efforts to gain control of this city are being made by American Sabbat, much to the dismay of the native Sabbat of the region.

The Scandinavian Sabbat are conservative by Sabbat standards, and they oppose these new Sabbat, fearing they will start a conflict with the Camarilla and then leave to let them finish it. They no longer see a point in fighting the Camarilla and seldom war with it unless they are fighting to retain their territory. Fear of the Valkyries, a group of female Gangrel, has caused some of the native Sabbat to prepare for war, but most prefer to let the American Sabbat handle the situation until it affects them directly.

The Sabbat here are different in a variety of other ways: they are extremely rich, they share the Vaulderie less often than most Sabbat and they are mistrusted by Sabbat not native to that region. They have made important contributions to the Sabbat in the way of historical research, however, the greatest of which is the addition of several pieces to the *Book of Nod*. The copy they have is not original, and was made during the Carolingian period. Still, comparison study has shown it to be authentic as well as supported by previously discovered pieces.

Finland is a different case. The Sabbat of the region are believed to be allied with the powerful sorceress Louhi, who has dominated the region despite her insanity. The vampires of Finland are among the oldest of all the Sabbat; many have existed since the creation of the sect. They look forward to the return of the one called Vestgeir, whom they believe to be Caine. This is the basis for the rumor that the Sabbat has allied itself with Louhi to blot out the sun. This, they believe, would be a sign to Vestgeir that he can return. However, this is only speculation, and nothing has been proven.

Eastern Europe

The Sabbat has shown little interest in Eastern Europe. No part of Greece or Turkey has ever been under Sabbat influence. The elders of the Tzimisce clan, along with other Inconnu, hold a great deal of power in Romania and the countless other small Baltic republics. They exist in their fortified manors watching over their towns. The recent turn of events in the Soviet Union has perplexed many Methuselahs and forced them to wake from their inactive slumber to do something, but none know what.

The fall of the Brujah Council in the Soviet Union is sure to affect the Sabbat. Many Sabbat elders wonder what might happen if the Old Clan of the Tzimisce and the other Inconnu join forces with the power which destroyed the Council. It could mean the end of the Sabbat and the Camarilla.

Australia

The Sabbat presence in Australia is small, numbering less than 40. The Australian Sabbat are unique in that they select only their mortal kin as new recruits. They keep their own number small, but each wields a great deal of influence. They meet once per year in a fashion similar to that of a corporate board meeting and discuss sect affairs. They recognize only one archbishop; however, one moved to the United States to serve as a cardinal. The Sabbat of Australia existed as nobles in England, but left when "undesirable" Sabbat began appearing in the country. They still project an air of superiority to all other vampires. There are two nomadic packs in Australia with five members apiece. They are treated by the covens as a bit inferior, but the covens look out for them and clean up their messes.

Africa

The Sabbat holds little power in Africa. There are a few nomadic packs of Sabbat and a couple of established covens, but the Sabbat maintains a low profile here. The Camarilla, Setites, Lupines and other supernatural creatures hold far greater power here, and members of the sect have little interest in being caught in their bloody battles. The Camarilla of Africa seem to have greater talent for the Thaumaturgic arts than all other Camarilla, save those of the clan Tremere. The Sabbat has little interest in attempting to establish itself here. The costs for such a venture would be greater than the Sabbat could afford, considering the continuing Jyhad in North America.

Middle East and Near East

The Sabbat has no power in the Middle East or Near East. The Assamites, Minions of Set, mages and other factions of Kindred within the regions are extremely active, and deal harshly with intruders.

Asia

There were no Sabbat in Asia until recently. The Sabbat of the United States have sent a group of specially chosen sect members to East Asia in an attempt to establish Sabbat havens. The sect would not normally involve itself in any activity drawing away from the reclaiming of American cities. However, while few Western vampires inhabit the region other than in Hong Kong, the Sabbat has heard that the Tremere is making its own attempt to establish a power base in the Far East. The Sabbat plans to counter them.

The Sabbat has had difficulty, being unfamiliar with the culture. It has encountered Gaki, Cats and other supernatural foes unlike any encountered before. Some Oriental undead can move about in the daytime, which really worries the Sabbat leaders, and because of this the Sabbat vampires on this mission have begun to use a new tactic never tried by the Sabbat before: they have become Osiris types, gathering a large number of ghouls from the native populace to protect them from the Gaki and Cats.

Sabbat Ideology

Made a promise for a new life
Made a victim out of your life.

— Joy Division, "Leaders of Men"

Sabbat vampires differ from other vampires in their overwhelming loyalty to their sect and their belief in personal freedom. The Sabbat is founded on these two principles: loyalty and freedom. All their activities promote them. The Sabbat believes Antediluvians founded the Camarilla and plan to use it to make their Gehenna much simpler. The Sabbat exists to stop the plans of the Ancients by spreading word of this domination and creating an army of vampires strong enough to stand against them.

Many vampires of the Sabbat believe Caine himself created the sect, acting in the guise of a Ravnos elder. No evidence has been revealed to support this argument, but it is known that a Ravnos Methuselah named Vestgeir was instrumental in holding the anarchs together after the Brujah leaders betrayed the Revolt. He disappeared shortly after the Sabbat-Camarilla Jyhads of the 1500s and 1600s. No one ever found out what happened to Vestgeir. The belief that Vestgeir was actually Caine started after his disappearance. Looking back at his accomplishments, it appears to be a possibility, and many in the sect would love to find conclusive proof. This belief is fundamental to the doctrine of the Path of Caine. Many Sabbat use this argument in their efforts to convert anarchs and other Kindred.

The Sabbat is unliving proof that the strong survive. No matter how hard the Camarilla elders, with their superior numbers, try to destroy the Sabbat, the sect survives. Sabbat Kindred have accepted this idea of vampiric Darwinism, and it strongly influences the sect's methods. The Sabbat heavily bases the creation and recognition of new Sabbat on choosing only the strong and putting them through trials to prove themselves.

Vampires are not human, and the members of the Sabbat recognize this fact. Unlike the fools of the Camarilla, they call themselves vampires, not Kindred. They do refer to each other as brothers and sisters, but do not use the word "Kindred" except in sarcasm. Sabbat recognize themselves as the apex of the food chain. They do not try to be human, because they are not human. Instead, they search for a higher morality than that practiced by their dinner, and it takes many forms.

Sabbat put their sect before their clans. They place little distinction between themselves by clan, but certain clans do have more prestige than others. Members of the sect respect the Lasombra and Tzimisce clans for having destroyed their Antediluvian founders. The Tzimisce also has a great deal of prestige within the sect because its members discovered the Vaulderie as a means of escaping Blood Bonds. Unusually, Caitiff of the sect are recognized as a clan and treated accordingly.

Gehenna

He who is skilled in the attack flashes forth from the topmost heights of heaven, making it impossible for the enemy to guard against him. This being so, the places he shall attack are those that the enemy cannot defend....He who is skilled in defense hides in the most secret resources of the earth, making it impossible for the enemy to estimate his whereabouts. This being so, the places that shall hold are those that the enemy cannot attack.

— Sun Tzu, *The Art of War*

Spoken of in conversation by Kindred of all generations today is the return of the Antediluvians to drink the blood of their young. Most consider it myth, but the vampires of the Sabbat believe the hour close at hand. The Sabbat ceaselessly prepares for its final stand against the warlords of the Jyhad.

Gehenna, according to the Sabbat, is the conclusion of a cycle of vampiric existence, but not the true end for all vampires. The young will struggle against their elders and only the strong will survive. This is a major precept of the Sabbat's ideology, and a major contributor to their mass creation of vampires in battle against the Camarilla, the Inconnu and other foes.

The creation of the Sabbat theoretically occurred at the beginning of a cycle. The Sabbat grew out of the Anarch Revolt, which occurred at what they believe was the end of the last cycle. The Sabbat 's purpose is freedom from the tyranny of the elders. The sect believes that only through loyalty and freedom from the rule of the elders can the younger generations repel the Antediluvians. From their

experiences during the Anarch Revolt, the vampires of the Sabbat learned that even rebels needed some kind of structure for their rebellion to succeed. The struggle for freedom and loyalty united to create the Sabbat as it exists today.

The Camarilla was created at the end of the last cycle rather than at the beginning of the current one. The Camarilla was established to protect the vampire race from the Inquisition and the anarchs who were killing their creators. Although the elders of the vampire world formed this sect, many young Kindred chose to stand with the Methuselahs. Today, the Camarilla's main purpose is the protection of all Kindred from the eyes of mortals. Only through the Masquerade can the vampires survive in the modern world. Belief in Gehenna is scoffed at by most within the Camarilla, but most of those who do believe in it are certain that the Camarilla will protect them.

The Holy Crusades

What if I told you there was no place you could run to to hide from your fears? Where good is bad and bad is good and all the tears you cry no one can hear?

— 24-7 Spys, "Heaven and Hell"

It is in the Sabbat's best interest to control as many cities in North America as possible. The sect believes that only by conquering Camarilla-controlled cities can vampires free themselves from the control of the Antediluvians. The siege of cities, also known as the Crusades, lies at the very heart of Sabbat ideology. According to the leaders of the Sabbat, the Camarilla exists to allow the Ancients to easily defeat the younger generations of vampires. To lessen the advantage of these warlords of the Jyhad, the Camarilla must be destroyed. This does not mean that all vampires of the Camarilla must be destroyed — only the sect itself.

The first step in the taking of a Camarilla-held city is to decide which Kindred are worth saving and which should be destroyed. The Sabbat sends spies into the city to investigate the vampires therein. For years the spies remain in hiding, gathering all the information they can about the enemy, especially the primogen and the anarchs. These two groups will be their strongest opposition.

Following the initial investigation, other Sabbat spies enter the city and Present themselves before the prince as Camarilla of another city. Most join the ranks of the anarchs, but some develop relations with other coteries. These spies faithfully serve the Camarilla for years, going to extremes to be seen as trustworthy and faithful by their peers and superiors.

The real fun begins when these spies begin to play Kindred against one another, creating tension and animosity among the primogen. Hopefully, this subversion is enough to disrupt Camarilla authority in the city. Even if this plan does not work, the next stage of the operation begins.

More Sabbat vampires secretly enter the city and hide, using concealed havens provided by the previous spies. The actual siege begins at this point. The Sabbat in the city begin using the knowledge they have gained to destroy the city's Masquerade. First, they reveal connections between the Camarilla, city officials and other important people through anonymous tips to the media and authorities, and even go so far as to plant evidence. While nothing is likely to come of this, it should panic and confuse the Camarilla leadership. Then the Sabbat vampires begin murdering other human pawns of the Camarilla. The Camarilla leaders in the city are forced to focus their efforts on repairing any rifts in the Masquerade created by the Sabbat.

The Sabbat is usually recognized as the culprit by this time, so the sect becomes more direct in its assault on their enemy. The Sabbat begins to mass-produce vampires and throw them at the Camarilla, thus keeping the Camarilla occupied. The tear in the Masquerade opens even wider as the murder rate and the number of missing persons cases rise within the city. As the new vampires are destroyed, more are created to take their place. The Sabbat tries to openly convert Kindred, especially those of high prestige since they might bring others with them.

If Sabbat vampires are attacked, they will retreat if it is not to their advantage to face their opponents. Experienced Sabbat will lead small groups of new vampires to protect themselves from direct conflict. Any Kindred destroyed by the Sabbat will be left for mortals to find (assuming said Kindred is not so old that she immediately crumbles to dust), further jeopardizing the Masquerade.

The Sabbat singles out the Tremere to bear the brunt of the assaults. If the Sabbat knows where the city's chantry is, Sabbat packs will converge on it early in the siege with a massive number of new vampires. While many Tremere chantries prepare for such assaults, few have survived against the overwhelming numbers of Sabbat.

Some Sabbat packs join the siege only for War Parties, hoping to destroy a Camarilla elder and rob him of his vitæ. War Parties are usually called against more than one elder, keeping many of the elders off guard trying to save themselves. Most of the packs involved in War Parties are nomadic.

If the Sabbat is successful, the Masquerade shatters and Camarilla Kindred flee the city licking their wounds. Most of the time the prince of the city is too stubborn to relinquish control except under the direct order of a Justicar. Young

Camarilla Kindred are offered a chance to stay with the Sabbat in the city if they so desire, as long as they are willing to convert to the Sabbat way of unlife.

Sabbat vampires continue to move into the conquered city and establish control over the mortals living there. The Sabbat has had a lot of experience in covering up evidence of a recent conflict. It is not long before the memory is erased from the minds of all the mortals of the city, and the events explained away as another crime wave.

The Camarilla does not forgive and forget. The Camarilla has tried to take and retake cities from the Sabbat, with only limited success. It is hindered by its continuous effort to hide from the eyes of mortals. The Camarilla succeeds only through intricate planning and precise execution, while the Sabbat relies on the loosely controlled creation of chaos, sometimes to such an extent that even the leaders of the siege have no idea what is happening.

How the Sabbat Conducts Scouting Missions

The Sabbat is known for sending advance agents into enemy cities in preparation for full-scale invasions. Some believe it has spies in practically every Camarilla city. Others cannot imagine how the sect manages such an operation without being uncovered.

How can spies exist among vampires who sense auras and read minds? Because the Sabbat knows its enemy, it takes careful precautions. The Sabbat has used spies for a long time, and much of what it has learned about the art of espionage came from the Tremere *antitribu*, as well as trial and error. The Assamite *antitribu*, Ravnos *antitribu* and the Lasombra are also excellent spies. The Sabbat's diversity and loyalty has provided the sect with excellent scouting resources.

Assisting greatly to espionage are the Tremere *antitribu*. They learned espionage from their original clan, and they brought with them information which aided the Sabbat in

Sabbat Tactics

Blood will follow blood
Dying times are here.

— Metallica, "*Damage Inc.*"

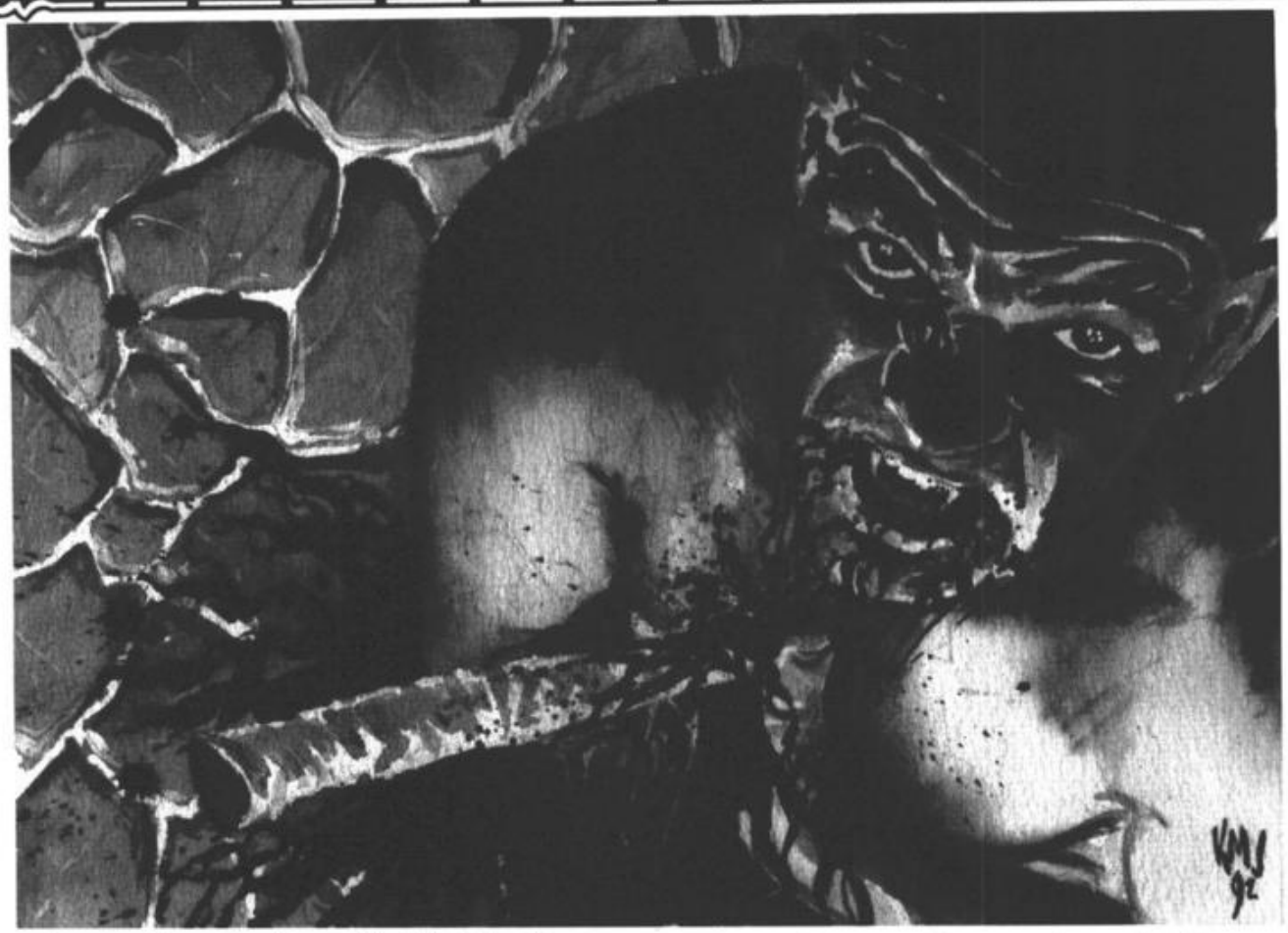
If the art of vampiric warfare can be mastered, the Sabbat has come the closest to doing so. While based on freedom, the loyalty among its members and the belief only the strong should survive give it strength in the Jyhad. When the battle rages, the Sabbat uses all the powers at its disposal. Its members become true daredevils, unafraid of Final Death.

There are several tactics which have proven useful to the Sabbat in their efforts:

- The Sabbat makes good use of spies. It sends operatives into enemy territory to gather knowledge and to create dissension within their ranks.
- If their Camarilla enemies protect themselves from mortals through the Masquerade, the Sabbat destroys the Masquerade.
- When fighting vampire hunters, the Sabbat puts the hunters on the defensive by turning any relatives and loved ones they might have into vampires. They also face the hunters in direct combat when possible. The packs will usually use their newest recruits as bait to lure the hunters out of hiding. The cost in Sabbat recruits is usually much less than if the hunters were allowed to hunt the vampires one at a time. Hunters find Sabbat vampires difficult prey since the sect is so secretive and since its members can usually be found only in groups. The open profession of vampirism by the members of the Sabbat deeply disturbs some hunters, causing them to act without thinking.
- When facing Followers of Set, the Sabbat attacks them openly and massively, going beyond even the force it throws at the Camarilla. The Sabbat believes Setites to be as inhuman as themselves, and respects them accordingly.
- Encounters with Lupines have led the Sabbat to fashion silvered weapons to deal with the threat. Silver swords are commonly used, but daggers, arrowheads and axes are also found. The Sabbat usually tries to pick off Lupines one by one. It also tries to surround them and burn them to death from a distance.
- The Sabbat produces massive amounts of expendable vampires to throw against any enemies, thus keeping them off guard and outnumbered by more than two to one.
- The Sabbat creates total chaos within the enemy's territory. It murders human servants, uses torture, burns havens, spreads distrust among the enemy, and calls War Parties against certain elders.

The Sabbat uses similar means to defend itself from invasions of its own territory. In addition, its members stay in their well-defended communal havens and murder their own human servants to prevent information leaks.

The Sabbat is very unpredictable and dangerous. Its members are not afraid to go to any lengths to win in Jyhad. This makes them seem crazier than Malkavians and as ruthless as Assamites.



espionage and counterespionage alike. The Sabbat Tremere, due to their curse, are unable to act as scouts, but they have designed useful rituals for spies. They have also been responsible for the creation of a number of Sabbat relics used in scouting missions.

The Assamite *antitribu* possess great knowledge of stealth and assassination techniques, though few of these have ever left the clan's hands. The Ravnos were among the first scouts the Sabbat used because of their unique Chimerstry abilities. They have consistently proven useful, especially on short-term missions. The Lasombra are masters of intrigue, so they are closely in tune with what goes on behind the scenes, although their inability to reflect in mirrors makes them relatively easy to detect up close.

However, the greatest benefit to the Sabbat has been the Tzimisces, because of their Vicissitude Discipline. They have the ability to completely alter a Sabbat scout, making her appear exactly like a Camarilla vampire.

The methods used by the Sabbat depend upon the exact nature of the scouting mission. While the following information concerning scouting missions is not concrete, it is as close to an actual formula as the Sabbat gets. Keep in mind the Sabbat should be unpredictable, so its members will not act in the manner they are expected to act. The Sabbat is known to choose members of specific clans for specific activities, relying upon their natural strengths. However, individual ability is far more important than clan, so if a more suitable vampire is available, he will be chosen.

For short missions, two Sabbat are typically chosen. One is often a Ravnos *antitribu* and the other may be either a Lasombra, a Tzimisce or an Assamite *antitribu*, depending upon the nature of the mission. The two work as a team to accomplish their goals; the Ravnos *antitribu* uses his powers to conceal the whereabouts of himself and his partner.

The Sabbat often picks a Brujah *antitribu* or Tzimisce for medium-length missions of around one to two years. Brujah find it easier to fit in among their fellow clan members than do Sabbat of other clans. If the alternate identity is one that should grant respect and distinction, a Tzimisce is chosen. The scout is usually sent in alone to avoid suspicion. Tzimisces are sometimes trained in Thaumaturgy and use protective rituals to prevent others from reading their minds. If not, they are usually given Sabbat relics to protect them from detection.

For long missions, a Brujah *antitribu* is usually chosen. Brujah *antitribu* find it easier to form good relationships with enemy vampires, especially among the anarchs. Gangrel *antitribu* are the next most popular scouts for long-term missions since all Gangrel are known to be loners. It is relatively easy for them to fit into Camarilla society, though

they will probably not develop a large number of good relationships. The Tzimisce make up the majority of the remaining scouts.

In all cases, the Tzimisce clan's Vicissitude Discipline, as well as the Tremere *antitribu*'s rituals and relics, make the Sabbat scouts hard to pin down. In addition, the scouts are always chosen from the most intelligent, humane, zealous and adept of all the Sabbat. Their loyalty is beyond question.

In some cases, the scout will actually replace an existing vampire and assume his identity. A Sabbat War Party captures the target, then subjects him to constant torture, as well as the Dominate and Auspex Disciplines. The Party then passes on all information, even the most minute details, to the scout. Sometimes this process can take a year, especially for important assignments.

The pack priest or the scout's closest friend is usually chosen to act as a liaison in order to make sure the scout does not defect. The liaison also makes sure the scout remains connected to his pack through the Vaulderie. At each meeting, the liaison brings the scout a container of the pack's mingled vitæ, which she watches the scout drink. On occasion, the scout is able to meet with his entire pack and participate directly in the Vaulderie and other *Auctoritas* and *Ignoblis Ritae*.

The Sabbat has had the most difficulty in its efforts against the Tremere. It is a tough clan to penetrate, and the Sabbat has had almost no success in doing so. However, the sect believes the Tremere has not had much success in trying to penetrate the Sabbat either.

A very vital part of the Sabbat's scouting network is the role of the Nosferatu *antitribu*. They provide the Sabbat with a great deal of useful information about Camarilla activities. They help instruct scouts and also help make sure the scout is safe and doing his job.

The Uses of Kine

What fools these mortals be.

— Seneca, *Epistles, I, 3*

The vampires of the Sabbat are so evil in the eyes of mortals, not because they were warped by the Creation Rites, but because they have accepted the idea that they are superior to humans. They feel no sympathy for humans; indeed, to live and act human, to feel human, is against their nature. They are the chosen. They were destined to be vampires. Their former lives as humans were mere preparation for their real unlives as children of Caine. Humanity was simply their larval form. Sabbat vampires do not consider mortals members of the same race. Mortals are considered to be animals and treated as pets and food.

Nonetheless, the Sabbat occasionally uses mortals as followers, servants and spies. Mortal retainers are viewed as property and their owners may use them in any manner they see fit. Still, humans do play important roles in the sect's control of many large corporations.

Some of the most faithful become ghouls. Each ghoul is Blood Bound to only one Sabbat vampire and does not participate in the Vaulderie. This sponsor, or owner, is held accountable for all the ghoul's actions. Also, the ghoul's flesh and bone is sometimes altered through Vicissitude, making it impossible for the ghoul to resume a normal life as a mortal.

When hunting humans for blood or sport, Sabbat will not hesitate to kill their prey. They love to drink victims to death and will even drink them dry when they do not need any blood. However, they usually kill only in cities they do not control. They know killing on a regular basis in their own cities would lead to trouble.

Allies of the Sabbat

We have no eternal allies and we have no perpetual enemies. Our interests are the eternal and the perpetual, and these interests it is our duty to follow.

— Henry John Temple, Speech in the House of Commons

The Sabbat refuses to depend on others. However, the sect has a small number of allies it can call upon in times of great need. Among these are: a wizard society, a tribe of Lupines, three Native American shamanistic societies and a voodoo cult. These are the extent of Sabbat alliances. At one time, the Sabbat had an alliance with the werewolves of the Southern Appalachians, but failed to support the werewolves in their own time of need.

The Sabbat will aid its allies only if it is in its best interest to keep said allies. The Sabbat believes in the importance of being independent, but it is not stupid. If an ally will be useful in the future and the risk on the Sabbat's part is not too great, it will aid the ally.

Wizard Society: Little is known about the relationship between the Tzimisce and a special society of magi, except that both groups worked together in combating the growing power of the Tremere before the creation of the Sabbat. They occasionally aid each other when the need is great enough.

Bone Gnawers: This tribe of Lupines has been known to aid certain packs within the Sabbat. The Lupines work with the packs to drive out and destroy both vampire and Lupine enemies of the Sabbat in some areas. Little else is known about the Sabbat's connection to the Bone Gnawers.

Native American Shamanistic Societies: The nomadic Gangrel *antitribu* maintain contact with a few small groups of Native Americans which provide safe havens and information. In return, the Gangrel *antitribu* participate in mystic rites and act as advisors to the Amerinds.

The first of the societies is the Eyes of the Sun. This society numbers only 20 members, all skilled to some degree in the magical arts. The members come from many Native American nations but share similar interests in the occult.

The second society is called the Penumbra of the Gray Squirrels. This group also numbers about 20. The society is an ally not only to the nomadic Sabbat Gangrel, but also to a

number of Lupine tribes. This may seem odd, considering how the Gangrel *antitribu* occasionally hunt werewolves, but the Penumbra of the Gray Squirrels does not think so. It will not support any ally that is at war with another of its allies. The Penumbra of the Gray Squirrels seems to share some special connection with the land; this connection bestows mysterious and unexplained abilities upon its members.

The third group is the Path Finders. It numbers less than 10. It seeks supernatural enlightenment and has formed alliances with many supernatural powers. The group provides no support to the Sabbat Gangrel other than information. In return, the Sabbat Gangrel provide the Path Finders with protection. That is the extent of the relationship; however, the considerable power of the Path Finders, both individually and as a group, makes this connection one of the Sabbat's more prized.

Voodoo Cult: The Sabbat has established some connections to a voodoo cult in Haiti and the Dominican Republic. The cult provides the Sabbat with food, recruits and information. The cult has long been the enemy of the Followers of Set and supports the Sabbat's attempts to disrupt their occupation of the West Indies. The cult was once associated with Ezuli, but the Sabbat managed to infiltrate the cult and manipulate its members. Through the support of other powerful *ongans* (priests), the Sabbat has rooted itself lightly in the dark soil of Haiti.

The Achilles' Heels of the Sabbat

You saw his weaknesses, and he will never forgive you.
— Johann Friedrich von Schiller, *Welhelm Tell*

The Sabbat is strong in a number of ways, but all is not perfect in the sect. It is easy to overestimate the power of the Sabbat. If it were as powerful as it appears, it would easily destroy the Camarilla. The Sabbat has several weaknesses which should be acknowledged.

First among these is the relative size of the Sabbat. The Sabbat is roughly one-third the size of the Camarilla. Even with the mass creation of vampire expendables, the Sabbat would be at a disadvantage if it were attacked on all fronts by the enemy. Luckily for the Sabbat, it has not been thus attacked since the Sabbat-Camarilla Wars of the 1400 and 1500s.

The Sabbat was almost the size of the Camarilla when its internal civil war broke out. After the conflict was over, the Sabbat was reduced to one-fifth the size it is today. The past century has seen its rebirth as a sect, but it has grown slowly due to the nature of Sabbat activity; i.e., the Crusades, Jyhad and War Parties. The mortality among Sabbat members is extremely high.

Another major weakness of the Sabbat is its lack of mortal influence. The Sabbat is certainly rich and capable in vampire-related matters, but the leaders of the sect have long neglected involvement in mortal affairs. They see themselves above such mundane concerns. However, the Sabbat does have enough influence to stay out of trouble with mortal authorities, mainly through intimidation tactics.

The Sabbat has some influence in big business, but this is also woefully inadequate for a sect of its size. The Giovanni clan is far superior to the Sabbat in controlling corporations and the Followers of Set have greater control of the drug trafficking industry. The Sabbat is currently devoting a fair share of its resources toward reducing its own financial vulnerability.

Additionally, the Sabbat will not count on any outside assistance. It has a small number of allies, but refuses to call upon them except when things really get bad. The main

The Spread of Vampiric Disease

There is a good chance that a vampiric disease could reach epidemic proportions within the Sabbat. It could be easily passed through the Vaulderie. It would not take long before one vampire spread it to several packs, and possibly to all Sabbat in the area.

Within the Sabbat's history, there have been two instances of epidemics, both within the last 50 years. The first happened in the 1950s, while the second was only a couple of years later. About one-third of the sect was destroyed by the epidemic before a means was found to contain the spread of the disease.

Today, all Sabbat are wary of disease, even those to which they are immune, since some maintain small herds. The Sabbat actively uses Thaumaturgy and modern medicine to test for disease. In fact, many Sabbat vampires fear disease so greatly that they commission a checkup every so often from a vampire skilled in medicine.

If a Sabbat vampire is diagnosed as having contracted a disease affecting only humans, he may be quarantined or just not allowed to drink directly from a vessel. If a Sabbat is infected with a disease that affects vampires, he is put to the stake and then burned.

Players should see the threat of disease as a very real one. Be careful not to let the characters get any diseases they cannot get cured, unless you are interested in taking the tragedy of **Vampire** to a whole new level. Aside from having to deal with certain doom, inflicting disease on all the vessels from whom characters drink can be a hard situation with which to cope. Keep in mind that vampiric diseases are serious matters, and should not be ailments that can be treated with little-known, but easy-to-find, rituals or medicines.

reason for the Sabbat's refusal to accept outside aid is mistrust, but lack of respect also plays a role. The Sabbat considers mortals to be inferior beings, and to require their assistance would show weakness. Because of this, the Sabbat disdains the aid of mortals and often refuses to accept them as retainers. The Sabbat has a small number of human ghouls, but they are kept on short leashes and disciplined harshly.

The Sabbat also has an image problem. Other vampires see Sabbat members as monsters in the night who drink the blood of children and kill their own without a second's hesitation. While some Sabbat are like this, the majority are not much worse than the Giovanni or Minions of Set. The Sabbat does not fully understand how far the negative influence of its image reaches. Most Sabbat are blinded by the fact that they consider themselves saviors of the vampire race, not destroyers of it. This causes all Sabbat vampires to suffer tremendously in dealings with non-Sabbat Kindred. Sabbat propaganda thus has limited effectiveness. Most Camarilla Kindred are quickly brainwashed not to trust, or even listen to, Sabbat vampires.

Sabbat ideology has gotten the sect in trouble a number of times. The Masquerade, according to Sabbat doctrine, is a ploy developed by the Antediluvians to keep the young weak. Sabbat vampires refuse to play the Masquerade — at least they won't admit to playing it. They prefer secrecy through loyalty and the use of power to protect themselves. This combination has proved ineffective on occasion, forcing the Sabbat leaders to use their power to cover up the messes. An example would be that, while Sabbat are more likely to kill their victims for blood only in enemy cities, they do occasionally get carried away while at home. This has led to an enormous amount of missing persons cases. Sabbat methods are effective, but obviously less subtle than Camarilla methods.

The Sabbat has no real power in the Old World. The Camarilla and the Inconnu control Europe. The Sabbat has a small number of followers dispersed throughout Europe, especially in the Scandinavian countries, but they are not trusted by the American Sabbat. The exception to this is the United Kingdom. The Sabbat there maintain good relations to both the European and American Sabbat. Without power in Europe, the Sabbat has a far slimmer chance of destroying the Antediluvians before they return, if indeed there really is such a thing as Gehenna.

One final problem the Sabbat has is the spread of vampiric disease. Since Sabbat often drink their packmates' blood, they often infect one another with diseases which affect either the vampires themselves or any mortals from whom they drink.

The Lasombra *Antitribu*

There are some non-Sabbat Lasombra left in the world, despite what many in the Sabbat think. The Lasombra leaders of the Sabbat call these non-Sabbat Lasombra the Lasombra *antitribu*. The remnants of the clan have scattered and maintain no real connection to one another. Most of them exist in Southern Europe and Northern Africa.

They fear efforts by the Sabbat to finish extinguishing all members of the clan outside the sect. The Sabbat has no plans to do so, though if the location of a Lasombra *antitribu* were to be revealed, a War Party would be called immediately. However, these non-Sabbat pose no real threat to Sabbat security.

Even though Lasombra *antitribu* are few in number, the Sabbat Lasombra would like to make the other clans believe even fewer exist than really do. The Lasombra tout themselves as the clan that purged itself and fed upon all its elders, and the truth about how many actually escaped destruction would prove a terrible stain on its reputation.

The Tzimisces of the Old Country

The Tzimisce is a clan of rich heritage. It exists mainly in the United States now, but the clan originally prowled Eastern Europe. The Tzimisce, at one time, was the largest of all the clans in Europe, but things have changed.

The Tzimisces who remained free of the Sabbat and within the dark old lands of Eastern Europe are few. Most of them are extremely old Kindred. They have substantial power, both in the mortal world and the world of the undead. The only fear they have is a fear of change. They are certainly rich and, even with war and other turmoil in the mortal world, are seldom touched by mortal affairs.

Most Tzimisces have at least one or two human servants to handle their affairs, but some have dozens. Most live in the same large castles they have lived in for centuries. They are masters of the surrounding territory, and some even condition the locals into providing victims. They seldom sire new vampires. They fear almost all youthful vampires because of their betrayal by their own young many centuries ago. They seldom take great risks, for they value their existence too much.

A small group of ancient Tzimisces has formed an alliance called the Oradea League. If one of the 12 members is attacked or injured by other vampires, the others in the league are pledged to come to her aid. This has proven sufficient to ward off the wise enemies of the Tzimisce. Others of the "Old Clan," as the Sabbat call the Tzimisces outside the sect, are Inconnu. A small number have even been known to travel abroad, though this is rare.

There is no plan by the "Old Clan" to wage war on the young of their clan since the stakes would be so high. However, they seldom pass up an opportunity to slay a Sabbat Tzimisce as long as the danger is not too great. They know very little about the Sabbat, other than the fact that it is a vampire sect founded by their own clan's traitors.

Chapter Two: Running with the Sabbat

We few, we happy few, we band of brothers;
For he today that sheds his blood with me
Shall be my brother.

— William Shakespeare, *King Henry V*

Packs

The Sabbat is organized in small groups of vampires, known as packs. The pack is the basic unit of structure for the sect, serving both social and military functions. All Sabbat, even the sect's leaders, are members of a pack, although the leaders of the sect may leave theirs for the duration of their reigns. When they abdicate, they return to the pack that created them (if it still exists).

A Sabbat vampire does not have much choice about the pack to which he will belong since he has no control over who chooses to Embrace him. He must remain a member of the pack that created him until all others in the pack have been destroyed or an archbishop gives him permission to create a pack of his own. Someone allowed to create a pack must have at least three other experienced Sabbat willing to join him in this effort.

There are two basic types of packs — nomadic and founded. Both types are considered equal, although founded packs are more common than their nomadic counterparts. Each type has its own function in the Sabbat.

Nomadic packs are generally small groups that do not maintain permanent havens of their own. Instead, they travel from city to city, staying wherever they please. Nomad Sabbat are often utilized during sieges on cities. Many also participate in War Parties against Inconnu and Camarilla Methuselahs.

These Sabbat often take up temporary residence in a city's Sabbat temples. Upon arrival, they always make themselves known to the archbishop as well as to the founded Sabbat. They usually participate in the Vaulderie with them as a form of mutual respect and hospitality.

The nomadic packs can be traced back to the early years of the Sabbat, when small groups of Sabbat vampires would travel the land searching out recruits for the Sabbat-Camarilla Wars. However, the resurgence of the nomadic packs began with the internal conflicts of the late 1800s and early 1900s. Many Sabbat were forced from their native cities by other Sabbat or Camarilla vampires. These Sabbat had nowhere to go and were driven from almost every place they went.

Even after the stabilization of Sabbat control, nomads continued to exist. Today, the nomadic packs play a vital role in the new plans for reasserting Sabbat dominance. They make up the largest force in the reconquest of cities and, overall, about 35 percent of all Sabbat packs.

Founded packs, also referred to as covens, maintain their own permanent communal havens. They travel occasionally, but one city remains their home. These vampires preserve the sect's control in urban areas. While they sometimes participate in attacks on the Camarilla, their main role is defensive.

These packs act much like coteries within the Camarilla, except that they are loyal to one another. These packs often execute the orders of the Sabbat bishops and archbishops for standard operations of the sect. There may be several covens within one city. The rivalry between covens is sometimes great, but they usually work together for the good of the Sabbat and often participate in joint rituals with each other.

The founded packs were the only type of recognized packs in the early years of the Sabbat, and they continue to make up about 65 percent of the sect. These packs often have rich heritages going back hundreds of years. They either managed to remain in the cities they lived in before the Sabbat internal conflict or established themselves in other cities afterward. The number of covens is growing as more and more cities are retaken by the Sabbat.

Most packs of both types contain somewhere between seven and 15 members in times of peace. The smallest packs in the Sabbat contain three members, while the largest is known to currently have 30. The packs stay small enough to maintain their effectiveness and large enough to keep the effect of the Vaulderie strong. During times of Jyhad, the size of a pack usually doubles or triples. The new recruits who survive their trial by combat remain with the pack. The cowards are shared as a meal.

Most packs, both nomadic and founded, conduct their business on a certain night each week. These weekly meetings are known as esbats. Often an *Ignoblis Ritus* will be held during the esbat, but it is mainly used to conduct pack business. All pack members must attend unless a good reason for absence is given in advance.

Ambition versus Loyalty

Raise my eyes, she stands.
Holding out healing hands...
Are you happy now?
I walk the thin line for you.
Do just what you say to,
With fear as my friend.
— *Queensryche, "The Thin Line"*

All Sabbat put their sect before themselves and everything else in the world. They know what will happen to them if they do not. The Sabbat treats disloyalty very harshly, and some members have perfected the art of torture and disfigurement. Final Death is the only real choice for the disloyal.

This does not mean that all within the sect possess the same opinions. Among the fanatics are those with differing views on all Sabbat activities. The Sabbat leaders do not want mindless drones. They want strong-willed vampires ready to face death for the second time. Only strong Sabbat can understand true freedom, and they are the ones who push the sect on to domination.

Certain members see it as their responsibility to become leaders. Many succeed, especially if the leader above has grown weak. Sabbat support those who act in the best interest of their pack and sect. Thus, leadership is gained only through loyalty to the sect, not through loyalty to certain other vampires. The Rules of Monomacy allow weak leaders to be readily challenged by the strong. Thus, seniority is rarely used as a tool of the weak.

Coteries exist within the Sabbat, though they are peripheral in comparison to the relationship of the pack. Often the priests of several packs meet to discuss current matters of importance. Others meet out of common interest, spending time together in ways similar to packs but usually pursuing one particular area of concern. These Sabbat often have a strong affinity for each other through sharing their blood. It is possible for a Sabbat vampire to have a stronger Blood Bond to someone outside her pack than to those within her pack. These coteries are often as loyal to each other as they are to their own packs, and they will aid each other in their various efforts.

As mentioned before, traitors are dealt with in a very brusque way. Any time accusers prove a Sabbat acted in his own interest at the expense of the sect's, the guilty party is physically tortured as well as socially embarrassed. This does not mean Sabbat leaders destroy a vampire on the first offense — though they may — but the sect member is at least punished. Future offenses will usually end in the vampire's destruction.

If a Sabbat ever reveals information concerning the sect to outsiders, the traitor, as well as any to whom the secrets were related, will be hunted down and destroyed. Often, leaders call a War Party against the culprit(s). The Sabbat take the captured traitor to their temple, where the faithless vampire is publicly humiliated and tortured to Final Death. Some believe a small number of former Sabbat now reside with the Inconnu, where they erroneously believe themselves safe from harm. It may b e possible that Sabbat have defected to the Camarilla as well, but if they have, they must be assumed dead by their fellow Sabbat or they would be tracked to the ends of the earth.

Unlife with a Sabbat Pack

Ya eatin' death cause ya like gittin' dirt from the graveyard, Ya put gravy on it, Den ya pick ya teeth with tomb stone chips and casket cover clips-dead women hips ya do the bump with-bones, Nuttin but love bones, Lifestyles of da live-en-dead.

— Public Enemy, "Flavor FLAV Cold Lampin'"

The Sabbat provides protection, freedom and loyalty to all its members. These gifts are not without their costs. The members are required to protect sect interests, carry out missions and to give the Sabbat total fealty and devotion. Sabbat express this devotion in their packs.

All Sabbat have what are called Vinculums, or special bonds of love and loyalty shared with their pack and some Sabbat from other packs. The Vinculum varies between all members, but always translates into a strong love for and

loyalty to the sect itself. While Vinculum strength may vary with each individual bond, Sabbat vampires tend to be stronger in their loyalty and devotion to the sect itself than to individual members. Because of this Vinculum for the Sabbat itself, its members are considered fanatics. Most are willing to accept Final Death for the good of the sect. In addition, this special Blood Bond makes the Sabbat's secrets especially hard to uncover.

From the day a Sabbat vampire is Embraced, she has certain responsibilities. All Sabbat must uphold pack tradition and practices. They must choose and support leaders who serve the good of the Sabbat as well as the good of the pack itself. They must challenge weak and incompetent leaders as well as those who serve only their own interests. They must perform missions for their leaders. They must work to destroy all the enemies of the Sabbat. Finally, they must be willing to give up their immortal lives for their sect.

Unlife in the Sabbat is wild and dangerous. Most Sabbat vampires do not exist long after they have been Embraced. Younger members are considered the most expendable. Constant fighting with the Camarilla and other foes, such as the Inquisition and Lupines, forces Sabbat to live on the edge. Most Sabbat consider survival the greatest form of status. While the Camarilla vampires fear Final Death and seldom take great risks, the Sabbat's basic beliefs lead all sect members to do whatever it takes to carry out the mission of saving Kindred from Gehenna.

The pack fills two important, connected roles for the Sabbat. First and foremost, it serves a combat function. This military aspect is important for furthering Sabbat plans. The pack is small enough to be easily led, yet large enough to be effective. The nomadic packs often enter enemy territory to perform missions. Their greatest challenge comes during sieges, when they go "Crusading."

Individual nomads are sometimes chosen to become spies for the Sabbat in Camarilla cities, relaying information to their leaders. Virtually all Sabbat nomadic packs within the territory are mustered to participate in the actual siege. The covens are used to defend cities once the Sabbat establishes control. Despite their defensive roles, the covens are just as ruthless and flashy in their combat strategies as the nomadic packs.

The second function of the pack is to provide a social group for individual Sabbat. Various packs have their own unique traditions. Certain groups may dress and act the same. Most groups try to maintain close internal ties through rituals created by and practiced only within the pack. These rituals are called the *Ignoblis Ritae*. They are practiced by packs as fervently as the *Auctoritas Ritae* are practiced by the entire sect.

Pack members often stake out particular hunting grounds where they will allow no other vampires to hunt, including fellow Sabbat of other packs. The covens protect their domains and run off all intruders. The members of a pack will often hang out together in the Rack, but not all packs are that

close. All Sabbat members have the right to do as they please, allowing all pack members to go their separate ways and pursue individual interests. Still, they can call upon their comrades on a second's notice and expect a response.

One area in which the pack provides little fulfillment is the spiritual. The religion of the Sabbat takes the form of the Paths of Enlightenment (see Chapter Four). This allows more strength and diversity within the sect. No one is required to join a particular Path of Enlightenment, thus protecting its members' free will. In addition, the sect is strengthened as a whole because Sabbat following the same Path also have a strong bond to one another.

Likewise, the clan does not play an important role in the pack. Each clan maintains its own ties, but these are secondary to those of the pack. The loyalty between clan members is about equal to the loyalty between Sabbat following the same Path of Enlightenment. There is often a strong correlation between the two, since members of the same clan often follow the same Path. Clans sometimes hold their own gatherings, and members often partake of the Vaulderie together.

Fun and Games

What more felicity can fall a creature,
Than to enjoy delight with liberty.

— Edmund Spenser, *The Fate of the Butterfly*

The Sabbat is about freedom. It is impossible to stress this too much. The sect was created for the express purpose of freeing young vampires from their elders and providing protection from the Antediluvians. Even today the Sabbat strives to provide total freedom to its members. However, all Sabbat know they must provide unyielding loyalty to the sect if they want to maintain this freedom. This is why the sect leaders are so lenient in allowing their fellow Sabbat to play dangerous games which would completely appall Camarilla Kindred.

Sabbat should be considered among the wildest of all vampires. They have no respect for their enemies and they do as they please no matter where they are. Sabbat are known to stir up a great deal of trouble, especially when they are not in their own territory. That way someone else will have to clean up the mess.

The Sabbat have a number of games they enjoy. They play them mainly in enemy territory, but occasionally within their own. The Sabbat express their ultimate freedom by showing no regard for human life and making no effort to maintain the Masquerade (an invention of the enemy) during these games. The Sabbat do not have to maintain the Masquerade since they are so tightly knit and secretive anyway, or so they believe. When problems arise in their own territory, the Sabbat usually calm down a bit and cover up the mess through force. Missing persons reports double or triple around Sabbat holidays.

Here is a list of games Sabbat might want to play. This is left completely up to the Storyteller and the players. Many packs have their favorite games. Some of the games are just simple games which cause no problems and can be played all the time. Others are of a more outrageous variety and should be played only in enemy territory.

Sabbat Games

Keep in mind some of these games are quite bizarre. Not all packs play all the games, as some are too wild even for some Sabbat.

- **Car Racing:** The Sabbat often steal cars and race each other around town. If they run into a police officer, so what? They either Dominate or kill him. They usually end up crashing the cars and causing others to wreck.
- **Cowboys and Indians:** The Sabbat dress as cowboys and Indians and hunt each other in public areas. They shoot at each other with real bullets, often hitting innocent bystanders. They never really hurt each other because they do not mind calling a time out for a wounded vampire to drink some blood and heal herself.
- **Demolition Derby:** Similar to car racing, the demolition derby is a game in which the Sabbat use stolen cars to intentionally see how many wrecks they can cause, especially involving other pack members.
- **Dueling with the Enemy:** A single Sabbat vampire will often approach an anarch and challenge her to a duel. The duel is seldom to the death, but the Sabbat usually tries to get the Camarilla Kindred in trouble.
- **Football:** This is just a game of football. The Sabbat play it all the time among themselves. The problems start when they play tackle football in the park or some other open area. The Sabbat version can draw attention with the massive brutality it causes, especially when the Sabbat play against mortals and the carnage really mounts.
- **Fox Hunt:** The Sabbat hunt down a single Lupine, bring him into the city and turn him loose. They give the Lupine a few minutes' headstart and then proceed to hunt him down and kill him.
- **Freeplay:** Certain packs capture humans and Dominate them into believing they are monsters in a fantasy world. They often use sewers to make the game more believable. The humans are given weapons and sent away to hide. Then a group of Sabbat pretend they are the heroes exploring a dungeon. The humans are treated like monsters and slaughtered by the Sabbat "heroes."
- **Gangbanging:** The Sabbat ride past Camarilla Kindred and fill them full of lead. Seldom do they kill the enemy vampires, but this game stirs up a lot of trouble among mortals, especially when the guys they supposedly killed get up and stumble away.
- **Headbanging:** The pack members go into the mosh pits of clubs, work themselves into a frenzy and begin tearing people up and drinking blood. The only reason any mortals survive this is that the frenzied Kindred often attack each other. This is a terrible game to play in one's own town, but it can lead to wonderful escapades when played in a Camarilla Rack.
- **Horse Racing:** The Sabbat will often race horses just as they race cars, except they can take the horses places cars cannot go — shopping malls, hospitals and grocery stores, for example.
- **Human Gladiators:** The Sabbat often capture a few humans, equip them with knives, clubs and chains, and make them battle each other. The Sabbat tell them the survivor gets to keep his life. Whether or not this is true is up to the pack, but most are enjoyed as post-game meals.
- **Spirit Games:** A Sabbat pack with Thaumaturgists who know the proper magic summons a spirit and asks it questions. This is similar to using a Ouija board, but much more spectacular — and dangerous.
- **Torture Games:** Sabbat often find the suffering of others most amusing. They take kine and Kindred "performers" to their communal haven, where they test the individual's pain resistance.
- **Trick or Treat?:** Sabbat often go door to door trick or treating, even when it is not close to Halloween. If they are not given candy by the people inside, they usually "trick" them by sneaking in and drinking their blood. Sometimes they play silly pranks instead.
- **Trip to the Zoo:** The "trip to the zoo" is the Sabbat's name for the process of capturing a Camarilla vampire and turning her loose in Lupine territory. Gee, how awful. The only problem is finding a safe seat from which to watch the game.

Vampire Creation and Survival

What though before us lies the open grave?
Like men we'll face the murderous cowardly pack,
Pressed to the wall, dying, but fighting back!

— Claude McKay, "If We Must Die"

Only the strong can truly be free. That is why the Sabbat always picks people of strong character to join the flock. Most within the sect have little or no humanity. The Creation Rites weed out the weak and destroy the last vestiges of humanity in new vampires.

The recruiting of humans for the Sabbat is handled by all True Sabbat. The True Sabbat are sect members that have proven themselves in combat. Strength is a major quality for which they look, but this doesn't always mean physical power; inner strength is far more important. The Creation

Rites are performed mostly during times of Jyhad or after a pack has been depleted. Many packs carry them out on the first night of spring.

The Sabbat packs handle the Creation Rites. They create new vampires equal in number to their own during times of war, and equal to half their number during times of peace.

Sabbat vampires go in pairs to select new members. During times of peace, they choose victims carefully, often watching them for days or weeks. During battle, the members of the Sabbat rely heavily upon Auspex to determine whether a human should become cannon fodder or food.

The Sabbat vampires gather all the potential members in an old graveyard to perform the Creation Rites. An open grave awaits each recruit. Often they draw the people there by the use of Dominate; other times they take them by force. The Sabbat tell the recruits why they are there and how to survive the Creation Rites. It is a common joke for one of the vampires to ask if anyone would care to leave. The first to do so is then let go after being Dominated into forgetting the whole affair. The second person who asks to leave is promptly killed. The vampire then asks if anyone else would care to leave. Usually none do, but if someone does, she is not killed or let go, but simply forced to participate.

The pack then descends on all the chosen and drinks until the victims are left bloodless. Each vampire takes a chosen recruit in her arms, slits her own wrists and pours some of her blood into the mortal's mouth. The Sabbat do not let the recruits regain consciousness. They bash them over the heads with a shovel and throw them into graves. By the time the victims regain consciousness, they are buried six feet under.

A lust for blood drives the now-buried recruits, who must claw their way back to the surface. The potent vitæ in their systems puts them in a state of what can best be called semi-consciousness, where hallucinations bombard them. These hallucinations cause them to remember their lives in very twisted and evil ways. The violent nature of these hallucinations induces violent action in the real world. This helps them break free of the coffins holding them and dig their way out. The more they succumb to the hallucinations, the more Humanity they will lose, but the easier it becomes to dig out of the ground.

Those who do not make it out of the earth that first night will never make it. They will remain half-conscious and starving for a full day, after which they will fade in and out of torpor for eternity, growing madder and madder.

Once a recruit emerges from the ground, he meets a Sabbat grave watcher who promptly knocks him out again. When all the recruits awaken, they find themselves in a dark chamber with each other and their sires. The True Sabbat mix a portion of their own blood into a chalice and pass it to the new vampires, giving each new recruit one drink. After all have drunk from the cup, they are led away and given human victims to drink. The Sabbat often chain the new vampires because of their unpredictability and lack of self-control.

For the next week, the neonates drink the blood of all the pack members once each night. The pack instructs the new recruits in the ways of the Sabbat during their first week as vampires. The following week they begin to do their own hunting as members of the pack, but the rest of the pack watch the new members very carefully.

During times of Jyhad, the indoctrination takes only one week instead of two, and the recruits are sent directly out to face the enemy and fight to the death. Should one of the recruits refuse to do so, the pack makes an example of her before the others. Most recruits choose to take their chances with the enemy.

Members of a Sabbat pack only become True Sabbat after they survive a Jyhad. Until that time, the older pack members do not allow them a say in the pack's activities and they cannot create vampires themselves. After they have survived a battle, the pack recognizes them as True Sabbat and they receive all rights of the sect. However, all is not easy after the first Jyhad. Danger and intrigue fills the unlife of a Sabbat vampire. Only through loyalty and long survival does a vampire gain respect in the sect.

The Sabbat does try to convert vampires outside the sect. Packs accept vampires from outside who renounce their old ways and follow the ways of the Sabbat. The Brujah *antitribu* try the hardest to attract new Sabbat from among the anarchs.

So, You Want to Join the Sabbat?

Submit to the present evil, lest a greater one befall you.
— Phaedrus, *Fables Book One*

The Sabbat accepts vampires from outside the sect, but it is very careful when doing so. The Sabbat puts the vampire through a series of tests to see if she is as loyal to the Sabbat as she claims. These tests often involve having the vampire murder an individual she knows personally and cares for deeply. The Sabbat may also put the vampire through a period of apprenticeship, training her in Sabbat ways and initiating her into one of the Paths of Enlightenment.

The greatest test is the one all Sabbat must endure — the Creation Rites. A vampire must undergo this ritual before she can be accepted as a member of the Sabbat. Even though the individual is already a vampire, she goes through the same creation process all new recruits must undergo. If the vampire survives, she may learn the ways of the Sabbat.

After the proselytized vampire completes her basic training, she goes on a mission to destroy a close friend or relation in the Camarilla or other organization of which she was a part before defecting. If she succeeds, she becomes a True Sabbat. Until this time, she is not told any major secrets of the sect and is not allowed to sire new vampires.

Caitiff, Unite!

So what — it's your problem
To learn to live with:
Destroy us or make us saints.
We don't care; it's not our fault
That we were born too late.

— Ministry, "So What"

Caitiff have long been the expendable peasants and puppets of pure bloodlines. The Sabbat has used them in this role even more than the Camarilla. However, as the Caitiff grow in number and power, they are slowly becoming a force to rival the clans.

During the Great Jyhad, also known as the Sabbat-Camarilla Wars, the number of Caitiff increased drastically, but so did their rate of destruction. The Creation Rites were performed differently than they are today. The recruit was drained of all her blood and then fed the blood of the entire pack. This could create an intense Vinculum in the recruit from the first draught on.

This variation of the Creation Rites was popular during times of war because of its efficiency. However, when the Great Jyhad ended, the Sabbat found itself with an ever-growing number of Caitiff. The Lasombra clan did not wish to relinquish any of its control and saw the Caitiff as a grave threat. Because of this, the Creation Rites were modified to allow a recruit only one sire. This was also important to some because it allowed the pure bloodlines to continue.

In the 1950s, a Caitiff named Joseph Pander became so irate at the Lasombra after a massacre of more than 30 Caitiff in Cincinnati that he decided to break with tradition and start his own "clan." Pander enlisted the aid of a number of highly respected Caitiff and together they succeeded in uniting the Caitiff as an organization. It became known as the Panders in honor of its founder. The group even developed its own rituals and practices to give the members a common bond with each other. Pander took the initiative in forcing the Lasombra to recognize Caitiff as equals, and eventually became a priscus himself.

However, things did not change for the Panders overnight. The Lasombra continue to manipulate them and treat them as lesser beings. The journey to full acceptance is not over yet. Nonetheless, a number of Panders have began to fill the roles of pack priests and some have even became bishops. Many respect the group, but think the Lasombra still manipulate it despite what Joseph Panders might believe.

Most Sabbat recruited from outside the Sabbat never gain positions of prominence because, even though they are accepted, they are not fully trusted. After all, they defected once and might try it again. However, this is not the case for all Sabbat recruited in this way. There are some who have risen to the rank of bishop; one even became a priscus.

Players may wish to convert their current Vampire characters from the Camarilla to the Sabbat. This is allowed, but it can cause problems.

First among them is the change in the character. The character will be forced to become something completely different than what the player originally intended. She will lose all her Humanity and become a monster.

Another problem is the time required to join the Sabbat. Most non-Sabbat vampires in the sect have to spend at least one to two years before they are even allowed to carry out the mission proving their loyalty. This may disrupt the continuity of the game. While the indoctrination period can be played out, the character will have to follow strict orders which severely limit the player's choice of actions.

Also, a vampire accepted from the outside is considered more expendable. This can lead to a quick death for the character since the Sabbat will force her to take great risks to prove her loyalty. The character will be at the forefront of any direct assault, with True Sabbat at her back to destroy her if she tries to run.

Because of these problems, Storytellers should probably have the Sabbat create most of the characters. This will allow players much more freedom of choice and will not limit the characters' potential for leadership.

Blood Bonds

I saw the Devil, King Contraryman...., He said to me "Boy, I want your soul,"
I said, "Yeah, I want to go to Hell."
— The Cult, *King Contraryman*

The Sabbat's founders believed freedom was the key to survival, yet unity was the means of achieving freedom. The Blood Bond is at the very heart of all that is Sabbat. The Blood Bond lets members of the sect share themselves with one another as no other group of vampires does. Through it, they gain loyalty to the Sabbat beyond any human understanding of the word.

All Sabbat share their blood with other Sabbat, and in turn drink the blood of their fellow vampires. All Sabbat present mix some of their blood into a chalice or jorum. The vessel is then passed around and all drink from it in a ceremony called the Vaulderie. All present form a circle after drinking the vitæ. They swear the Sabbat Oath of Fealty, pledging their heart, mind and soul to the sect.

There is equality in the Sabbat, at least in terms of their loyalty toward one another. All vampires in a pack share their blood on a regular basis. The effects of the Vaulderie are not what many Kindred would interpret as a Blood Bond. Instead, it heightens the loyalty and understanding of all who participate. The special Blood Bond created by the Vaulderie is called the Vinculum.

The Vaulderie is usually strong enough to break any Blood Bond a participant may have to a single Kindred. It may take more than one dose, but it seldom fails if the vampire acts in the way he is instructed. The vampire wishing to escape a Blood Bond must not have more than one Blood Point in his system at the time of the ritual. He must then drink six Blood Points of blood from the chalice. If he does so, he will be freed from any previous Blood Bond.

Vinculums resulting from the Vaulderie vary in intensity. The Vinculum is determined at the end of the ceremony and is given a score ranging from one to 10. The higher the score, the stronger the bond. The vampire receives a separate Vinculum score for each vampire participating in the Vaulderie. The Vinculum score represents the degree of loyalty and sympathy the vampire possesses toward the other vampire in question.

One vampire may have a stronger Vinculum toward another than that vampire has toward her. Further use of the ritual may increase a vampire's Vinculum, with 10 being the highest score possible. Each time a vampire participates in the Vaulderie, roll one die. If the number rolled is higher than the vampire's Vinculum score, add one to the score. A vampire knows how strong her Vinculums toward her packmates are, but does not know the strengths of their Vinculums for her.

The Vaulderie should be practiced by all Sabbat — especially the characters. All Sabbat perform the Vaulderie at least monthly, but usually more often than that. In times of Jyhad, the Sabbat practice the Vaulderie each night, with all members of the pack participating. Failure to engage in the Vaulderie on a regular basis or without good excuse leads to punishment in a stern manner. Depending upon the reasons, packs have been known to string up and make Blood Feasts of fellow pack members who refuse to participate in the Vaulderie.

The Vaulderie is a powerful tool to keep sect members loyal and provide them with supernatural bravery. Without the Vaulderie, the Sabbat would probably collapse. The innate anarchism of Sabbat ideology is held in balance only through this means of ensured loyalty.

The following rating system describes the amount of influence the Vinculum has on the vampires of the Sabbat. This is merely a guideline, and it is up to the players and the Storyteller to make the effects of the Vinculum three-dimensional.

This rating system applies to the way Sabbat vampires feel about the sect itself in addition to the way they feel about individual vampires.

Vinculum Rating	Effects
1	Virtually no bond exists, though you may be fond of the individual.
2	You have a feeling of kinship for the individual, but not strong enough for you to go out of your way to help him.
3	You are basically loyal to the individual as long as that loyalty does not interfere with your own plans.
4	You will aid the individual if you are asked to do so and there is no personal risk involved.
5	You respect the individual and help her whenever you can, even if it involves minor risks.
6	You have strong feelings for the individual and help him even at costs to yourself. You will gladly fight for the individual.
7	You are willing to put yourself in moderate danger for the individual and will kill for her.
8	You will gladly donate any resources or influence you might have to aid the individual.
9	You will do virtually anything for the individual, even putting yourself in great danger.
10	You will readily give your unlife for the individual.

Sometimes a character will be at odds with herself because of conflicting Vinculum ratings. In cases of conflict, the problem may be resolved in the following manner: The vampire must decide with which party she would side were she unbiased by the Vinculum. That side receives a difficulty of five. The other side receives a difficulty of seven. The player rolls a number of dice equal to her Vinculum score for each party.

The party receiving the greatest number of successes is the side the vampire favors, right or wrong. For more than two parties, it is handled in the same way, but only the most favored party receives a difficulty of 5. Others have difficulties of 7. If the party consists of more than one individual for

whom the vampire has a Vinculum score, use the Vinculum score of the party leader, or the highest Vinculum score if the party has no leader.

Keep in mind that this is only one possible system. If the Storyteller prefers to emphasize more roleplaying, he may handle such situations of conflict as he sees fit. However, keep in mind that the vampire will sometimes act in a manner she would rather not due to the damned power of the Vinculum.

Some Sabbat believe it is possible to break the bonds of the Vinculum. Doing so removes all the bonds the vampire has to all other vampires, not just select ones. While it is unknown how the Vinculum is broken, supposedly it has been done by a number of Sabbat, particularly Tremere and Nosferatu *antitribu*.

Sabbat Rituals

Every tradition grows ever more venerable — the more remote is its origin, the more confused that origin is. The reverence due to it increases from generation to generation. The tradition finally becomes holy and inspires awe.

— Friedrich Wilhelm Nietzsche,
Human, All Too Human

The Sabbat has established many rituals to strengthen its bonds of loyalty and fraternity. Some rituals, called the *Auctoritas Ritae*, are practiced by the entire sect. Other rituals, called the *Ignoblis Ritae*, vary in manner and observance among the packs.

Auctoritas Ritae

The entire sect practices *Auctoritas Ritae* because of long-standing tradition, as well as their significance in Sabbat beliefs. The rituals are usually led by the clergy (the priests, bishops, etc.) of the Sabbat. There are 13 *Auctoritas Ritae* currently practiced by the sect.

- **The Blood Bath:** The Blood Bath is held whenever sect leaders recognize a Sabbat vampire as having rightful claim to a title. All the Sabbat who will be under the leadership of the vampire are invited to attend the ceremony. Each subservient vampire is brought before her superior. The superior recognizes the vampire and proceeds to give praise and advice. The titled vampire then shares in the Vaulderie with all present. After this, the vampire is actually led to a pool of fresh blood and bathes in it.
- **The Blood Feast:** The Blood Feast is held at almost all important gatherings. Humans, and possibly enemy Kindred, are chained and hung from the ceiling upside down. The Sabbat at the gathering are allowed to bite open the victims and fill their glasses with blood. It is customary to lick the wound closed when finished, so as not to waste any vitæ. The Blood Feast is blood on tap. There is usually one victim for every vampire in attendance.

War Parties

This is music to march to.

— Killing Joke, "Wardance"

The lust for vampire blood is strong within the Sabbat. Diablerie is condoned, with the Methuselahs outside the sect as the main targets. Packs of Sabbat gather into groups known as War Parties to hunt specific elders. The challenge is to see which pack, if any, gets the elder first. A War Party may consist of any number of packs, but two or three is the most common number.

All vampires participating in a War Party spend time together in celebration before the actual hunt begins. Pack rituals such as the War Dance or Fire Dance are held, as well as Blood Feasts. The chief of the War Party offers the participating packs the challenge. The chief chooses the target and reveals the target only after the packs have committed to the hunt. A pack can back out if the target is exceptionally dangerous, but doing so humiliates its members.

The object is to steal some of the elder's blood but, almost always, the elder is also destroyed. Wagers on the outcome are made between the packs and individuals; the most common bets involve the performance of services for the winner. The participating packs take the War Path the following night. Most vampires even paint their faces with war paint while on the War Path.

Competition is fierce during the War Party. The packs stop at nothing to complete their hunt. This sometimes leads the Sabbat into direct conflict with anarchs and other Camarilla vampires. The packs usually cause a great amount of property damage. They also brawl among themselves, but seldom permanently harm one another. If a pack is caught acting in that manner, it is usually kicked out of the War Party.

The first pack to actually drink the elder's blood is the winner. Proof is usually required, but not in every case. The losing packs have to pay up, and another celebration is held.

- **The Creation Rites:** This ritual is used when recruiting new members for the sect. Each pack may vary the ritual slightly, but overall it is the same. In it, all those chosen to become Sabbat are drained of their blood and then given a small amount of vitæ from their sires. The Sabbat then bludgeon the chosen unconscious and bury them. Those who claw their way to the surface are knocked out again. They are taken to the secret haven of the pack, where they are awakened and their new status is explained. For more information, see Vampire Creation and Survival.
- ***Festivo dello Estinto*:** This is the Festival of the Dead. Held for the entire second week of March, all the Sabbat in a city take part, and even nomadic packs join the celebration. During the festival, the Sabbat celebrate being vampires. Blood Feasts are held along with many other rituals. The Sabbat spend most of the week socializing and drinking blood. Once per night, the entire group shares its blood in the Vaulderie. Hunting becomes more brutal, and the vampires make little effort to hide from the eyes of mortals. It is a week to let loose and revel in the gift of immortality.
- **The Fire Dance:** Sabbat pride themselves on their recklessness, and the Fire Dance expresses their fearlessness. Normal vampires have the good sense to avoid fire; indeed, most fear it tremendously. The vampires of the Sabbat, on the other hand, go face-to-face with their fears and overcome them. During the Fire Dance, Sabbat enter a trance-like state. They then proceed to leap and dance through blazing pyres. There are some in the Sabbat who know rituals to make themselves immune to fire for short periods of time, but most of the Sabbat participating are completely vulnerable. The Fire Dance is used to humiliate the weak. Those who do not participate are chastised by their fellow pack members.
- **Games of Instinct:** Sabbat believe the strong alone survive. The Games of Instinct test vampires to see who among them are the strongest. The games are meant as competitions and many place bets on who will win. There are many types of games, and Sabbat are always inventing new ones. The games test such things as hunting ability, resistance to pain, fighting ability, bravery and wit. The Games of Instinct are like sports for the undead.
- **Monomacy:** Monomacy is the method for handling grievances among Sabbat vampires. It allows vampires to challenge each other in duels to settle their differences. The duel is usually fought to Final Death. Monomacy is thus a means of maintaining strong leadership in the sect.
- ***Palla Grande*:** The Grand Ball, as it is also named, is a masquerade ball held on All Hallow's Eve. All the Sabbat in a city attend this social event. The archbishops go all out to make the party the most spectacular possible. The Toreador *antitribu* and some Sabbat following the Path of Caine are usually given the responsibility of planning the event. The *Palla Grande* is always held in a very public place, where mortals can see. There is always a Blood Feast, though it is hidden in a private room. The *Palla Grande* has as its main event a play concerning vampire legends and history. Humans are sometimes invited to the ball, though they are kept in the dark about what is really going on and what most of the guests really are.
- **Sermons of Caine:** All vampires in the Sabbat know the story of their origins from the *Book of Nod*. The Sabbat often gather to hear sermons on their history to remind them of who and what they are. The sermons are used to strengthen Sabbat loyalty and ideology. Sermons of Caine are usually carried out by Sabbat priests following the Path of Caine, and by higher-level leaders during other rituals. Sermons of Caine are always followed by the Vaulderie.

- **The Vaulderie:** The Vaulderie is the ceremony of Blood Bonding with all other Sabbat present. The Vaulderie breaks all other Blood Bonds and establishes a Vinculum between all Sabbat taking part in the ritual. The Vaulderie is the most important ritual practiced by the Sabbat, for it is the source of their freedom and solidarity. Sabbat vampires Blood Bond with all other Sabbat they meet through this ritual. It is common practice for a pack who enters the territory of another group of Sabbat, or happens to run upon another pack by chance, to share in the Vaulderie.

- **War Parties:** Diablerie is a strong tradition within the Sabbat. Unlike what many outside the Sabbat believe, the Sabbat does not ritually destroy its elders through diablerie (except for the Assamite *antitribu*). Diablerie is often used against fellow vampires under the rules of Monomacy, and the rumor probably originated from that practice.

However, War Parties gather packs in an effort to hunt down elders outside the sect for the purpose of drinking their blood. War Parties involve two or more packs in competition with one another to see which group will drink the target Methuselah's vitæ first. During their time on the War Path, many of the Sabbat decorate their faces with war paint.

- **The Wild Hunt:** Sabbat vampires seldom turn traitor, but those who do rarely survive. The Sabbat is a sect which protects its secrets. If a member reveals something to the enemy that could harm the sect, she is punished severely. Should the enemy ever manage to gain something of vital importance from a Sabbat vampire, the Wild Hunt is called. The Wild Hunt is much like a Blood Hunt, except the Wild Hunt targets all those who may possess the secret knowledge. Sabbat are called from all over the territory to participate. The hunt is truly wild. The Sabbat stop at nothing to destroy all who possess their secrets, especially the Sabbat traitor who revealed the secrets in the first place.

Special Sect Practices

In addition to the *Auctoritas Ritae*, the Sabbat has a number of other secrets. These are mainly the trappings of a secret society. They are useful, however, in allowing a sect member to determine whether another individual is actually of the sect. Most of the young Sabbat consider these practices ludicrous leftovers from an age of secret mortal societies. They claim the Sabbat is more than a fraternity for the Damned. Yet, when they meet strange vampires, they do seem to find these practices helpful.

- **Sabbat Handshake:** The Sabbat has a secret handshake given when a vampire is sure the individual with whom she shakes hands is really a Sabbat. The handshake is used to seal bargains and in various rituals.

- **Sabbat Oath of Loyalty:** The Sabbat has a special creed used by all members when swearing allegiance to the sect. The oath is used at sect meetings and sometimes before rituals.

- **Secret Password:** A new password is handed down from the archbishop of a city to all covens every so often. The pack members learn it at their usual esbats. The password is given to all Sabbat who enter the city. This allows the Sabbat of the city to know if a new vampire encountered is Sabbat or not and, if he is Sabbat, whether or not he has been properly welcomed.

- **Secret Sign:** The Sabbat has a series of secret signs used to test whether or not a vampire is truly a member of the sect. The majority of the signs are so common that they would not be noticed unless someone looked for them.

- **Symbol of the Sabbat:** The Sabbat has a special symbol any member may wear to identify himself as such. The symbol is often worn during times of Jyhad to allow other Sabbat to recognize fellow sect members, especially since new members are created constantly.

- **Test of Verification:** This series of questions presented from one vampire to another allows each to make sure the other is a Sabbat. This is only done where and when it will not be noticed. The questions allow both Sabbat to know it is safe to discuss Sabbat matters. This test is always given to recently met vampires who claim to be Sabbat. Secret matters of the sect cannot be discussed until after the Test of Verification.

Ignoblis Ritae

The *Ignoblis Ritae* are rituals created and observed by various packs. Most packs observe one or more rituals of this type. These rituals may or may not require the use of Sabbat clergy. Most of the *Ignoblis Ritae* are held during the packs' weekly meetings — the esbats. Many of these rituals are more along the lines of protocol and tradition rather than ritualism. Keep in mind that all packs are not the same, so the type of rituals and the number of rituals they employ will vary. Most packs use somewhere between three and 10 rituals as their own Ignoblis Ritae in addition to the *Ignoblis Ritae* common to almost all packs.

Here are some of the various types of *Ignoblis Ritae*, divided up into categories:

Common Rituals

These rituals are used by almost all Sabbat, though each pack handles them in its own way. There is nothing concrete about these rituals, so they tend to change as the pack members and the times change. These rituals are often used in combination with the Vaulderie.

- **Acceptance Rites:** Almost all packs have a specific ritual they use to recognize a new leader, accept a probationary member as a full member, and accept a Sabbat recruit as a True Sabbat. The nature of the acceptance rites varies from pack to pack, but usually involves all members of the pack recognizing the new position of their fellow Sabbat, as well as that Sabbat taking some sort of oath of allegiance.

- **Farewell Rites:** This ritual is used to bid a fellow Sabbat, or an entire Sabbat pack, farewell. This ritual is used when a visiting pack leaves, when a fellow pack member leaves for a long period of time, and occasionally to honor the recently destroyed. The farewell rites usually involve the leader of the pack praising those who leave.
- **Initiation Rites:** The initiation rites are an important tradition for all Sabbat. This ceremony transfers rights to an individual, making her a Sabbat. This ritual differs from the acceptance rites in that the acceptance rites involve the entire pack. Initiation rites generally occur before the acceptance. For instance, defectors from the Camarilla go through initiation rites, but it may be years before they get the acceptance rites. The initiation rites are used to confer the power of the sect, not the power of the pack.
- **Welcoming Rites:** Packs use these rites to greet other Sabbat. The welcoming rites of both packs are combined for the celebration, with both bringing some new aspect to the festivities. The rites are more like a party, but at two points certain protocol is carried out. At the beginning of the welcoming rites, all pack members greet each other individually, presenting their names and their home. At the high point of the celebration, a gift is usually exchanged from pack to pack. The two leaders often use this ritual as an opportunity to discuss Sabbat plans.

Potential Rituals

What follows is a simple list of possible rituals a pack may enact. These are just some of the possibilities; there are many more. Most packs only use a few. Even if two packs happen to hold the same types of rituals, they probably hold them in different ways. Experiment with your own ideas to come up with rituals for your own pack. The rituals listed below are not described in great detail, thus allowing each pack to hold its own distinct version of the ritual.

- **Blessings:** The pack invokes a blessing upon itself or another for some important purpose. The ritual is used before dangerous missions and occasionally before Jyhad. It serves primarily as a morale boost.
- **Call to Caine:** These are various speeches that call upon the guidance of Caine for some great mission or event. The Sabbat priest is not the only one that leads this ritual; all the pack members get a turn.
- **Confession:** This ritual is less a confession than it is a bragging contest. It is used at celebrations where each individual vampire relates his best, bravest and vilest accomplishments.
- **Consecration Rites:** These rituals sanctify an area or building. Usually a sacrifice of some kind is used and the area is then marked with signs representing its sanctity.
- **Danse Macabre:** The Dance of Death is held simply to celebrate being a vampire. The entire pack participates. Its members dance around, wrestle and drink each other's blood. Many packs dress in costumes and masks representing death. It is not uncommon for participants to frenzy.

- **Ghost Dance:** This special dance is held to honor the dead. The dance is not only for fallen members of the pack, but also for its human victims. The dance is carried out in many different ways.
- **Harvest Rites:** The harvest represents the mortal food supply. The rites are held to bless the hunt. The pack calls for aid in catching prey and covering the evidence. The rites usually involve a Blood Feast before or afterward.
- **Jyhad Rites:** The pack asks for a blessing in upcoming Jyhad through this ritual. It often acts out a mock battle, though Sabbat have been known to get carried away and seriously hurt each other.
- **Oaths of Fealty:** This is less a ritual than a swearing of mutual allegiance to one another. All the Sabbat of the pack profess their loyalty and responsibility to one another.
- **Pack Creed:** The pack creed is a short, emotional speech about the duties of pack members and the honor of the pack.
- **Running the Gauntlet:** The pack actually forms two parallel lines with a few feet between them. Then all pack members in turn, or one chosen pack member, runs between the two lines while the other vampires beat him.
- **Sacrificial Rites:** This is a ritual involving the sacrifice of a human, Lupine or vampire. The pack may hold this sacrifice as part of another ritual or separately for some special reason.
- **Sun Dance:** The Sun Dance is a ritual dance held from sunset to sunrise without pause. The ritual is always held on a full moon. Pack members usually dress in masks or paint. The Sun Dance often involves a pack member acting as a sacrifice by taking the test of pain known as the Indian stick trial (see Tests of Pain, below) for the length of the Sun Dance.
- **Sunrise Service:** This is a ritual of bravery. The Sabbat perform some special ceremony, then wait outside. The Sabbat prove their courage by seeing who among them can longest remain in the open as the sun rises. Many Sabbat have died during this ritual.
- **Tests of Pain:** During this ritual a Sabbat willingly puts herself to a test to see how strong of spirit she is. The ritual is used by some on all who would claim leadership, and by some as a form of punishment. There may be any number of reasons the test is used. A few examples of the kinds of tests are the Indian stick trial (where the pack hangs the subject up by a stick poked through the chest), the trial by fire (where various body parts of the subject are singed) and fasting. Various forms of torture are also commonly used.
- **Thanksgiving Ritual:** The vampires give thanks for some accomplishment in this ritual. They recognize someone or something as the reason for their success.
- **Visionquest:** In some packs, if an individual wishes to become leader or simply seeks advice, she must go on a visionquest. The Sabbat's visionquest is similar to that of the Plains Indians. The Sabbat must go alone to a desolate spot.

There she must fast, drinking only enough vitæ to avoid torpor. She must pray constantly, meditate, and mutilate herself to induce a vision.

- **War Dance:** The War Dance is a ritual dance similar to the Jyhad rites, but the War Dance is held before the commencement of a War Party. The War Dance may also be held during Crusades.

Special Customs

In addition to the Ignoblis Ritae, the Sabbat has a number of pack customs which are not exactly rituals, but show special distinctions between various packs. Among them are the following:

- **Manner of Dress:** Packs dress in a variety of styles. They may dress a certain way during a particular ritual, or for all rituals. Then again, some packs do not dress in any special way. Some ideas for particular features include: face masks, face and/or body paint, ceremonial robes and clothing of a certain color.
- **Songs:** Packs often have unique songs which they sing on a regular basis. The songs can have any purpose: to show pride, to show disdain for the enemy, for historical reasons or just for humor.
- **Symbols:** Packs often have their own symbols which they wear on their clothing and use to mark their territory.
- **Tales:** Packs often tell tales at their esbats. Most packs develop their own collection of tales based upon pack lore, pack heroes, the Camarilla and Sabbat history as they see it.
- **Trials:** While the entire sect has procedures for trying a person accused of a crime, many packs prefer their own brand of justice. They often conduct trials their own way, with their own judge and jurors. They even mete out their own forms of punishment. Among the punishments are burning, drawing and quartering, making the guilty a Blood Feast victim, making him "walk the plank" (off a high-rise building) and permanent imprisonment.

Times Rituals are Used

Here is a list of various times of the year a pack might hold an *Ignoblis Ritus*. These are merely a guideline, so feel free to set times to fit the pack.

Summer solstice
Winter solstice
Vernal equinox
Autumnal equinox
First day of the month
Last day of the month
Certain day of the week
First day of moon's phase
Full moon
New moon
Waning moon

Burn, Burn, Burn

O! for a Muse of fire, that would ascend
The brightest heaven of invention!
— Shakespeare, *King Henry V*

Fire terrifies most vampires, but not the Sabbat. Sabbat see fire as a symbol of cowardice, a symbol they must overcome before they can honestly be free. That is why fire has been adopted into many rituals of the sect. They play with it, taunting Final Death. To be free, one has to be able to face one's own death and overcome the horror of it. The Sabbat offers many opportunities to face death and the sect's rituals serve to prepare them.

Fire is also the ultimate weapon a vampire can use. It gives the members of the Sabbat a great advantage over their own kind, especially since non-Sabbat do not expect its use by other Kindred. More than a few foes have retreated rather than face the fearless lunatics of the Sabbat.

All Sabbat participate in the Fire Dance, an *Auctoritas Ritus*. The ritual is held several times a year, usually at gatherings involving more than one pack. The ritual is held for one reason and one reason only — to prove courage. The Fire Dance is often held before the beginning of a War Party. Individuals failing to participate are ridiculed as cowards and are treated as lesser Sabbat until they prove themselves in the test of the flames.

Before the Fire Dance, participants light a large bonfire far away from mortal eyes. Many Sabbat gather and often listen to a Sermon of Caine or engage in some other ritual. Then, loud music is played. Usually this is a drum, but some use contemporary music. The Sabbat enter a semi-conscious trance and begin dancing around the blazing pyre. As the ceremony reaches a peak, the vampires begin to rave and chant and encourage each other to leap through the flames.

The Sabbat work themselves into a state of frenzy. They then begin to leap through the flames. The more outstanding a vampire's leap, the louder the others cheer. No one really wins in the dance, for the goal is to heighten their bond with the Beast within and use its power for their own purposes. The Fire Dance ends as the last Sabbat makes a final leap.

The ritual is very dangerous, and many Sabbat have died during it. Some Sabbat skilled in Thaumaturgy know magical rituals that grant temporary immunity to flames. While none will admit to using them, those skilled in the rituals often perform them in private before the Fire Dance. Sabbat may choose not to participate, since the sect values freedom. If they do not participate, however, they will be branded as cowards in a sect which values bravery.

Waxing moon
After a battle
Before a battle
Beginning of a Crusade
Victory in a Crusade
First day of year
Last day of year
Halloween
Any holiday
Entrance of new member
Death of a pack member
New leader is chosen
Pack member leaves
New pack in town
Normal esbat
Specially called esbat
Special sect meeting
Moving to a new territory
Leaving a territory
Entering Sabbat territory
Entering enemy territory

Sabbat Justice

Whatever is not forbidden is permitted.

— Johann Friedrich von Schiller, *Wallensteins Lager*

The Sabbat protects itself from its members' wrongdoing through the use of a special tribunal. The tribunal is made up of at least four prelates who do not personally know the Sabbat on trial. The accused is brought before the tribunal and the accuser or another prelate presents the case against him. The accused is then allowed to state his case. The tribunal meets in private thereafter and makes its decision. If the Sabbat is found guilty, she is punished severely. If she is found innocent, the accuser often receives the punishment the Sabbat on trial would have.

Sabbat punishment is swift and harsh. The nature and degree of the punishment is based upon the actual crime. The *Code of Milan* (see Path of Honorable Accord) is used as the basis for Sabbat law. In the table on the opposite page are examples of Sabbat Justice.

Sabbat are generally free to do as they please as long as their actions have no adverse effect upon the sect, but as can be clearly seen above, the Sabbat is not at all lenient to those who act in a disloyal fashion. For lesser crimes, local priests often form the tribunal, but for greater offenses, the tribunal is composed of bishops and at least one priscus.

In many situations, a pack will handle a case without calling for a tribunal. This is supposedly against the *Code of Milan*, but is still done. In many instances, the problem is settled by Monomacy instead of bringing the problem before the pack or a tribunal.

Sabbat Justice

Found guilty of:	Punishment:
Treason	Torture and dismemberment, followed with death by fire or "walking the plank" off the top of a skyscraper
Murdering a fellow Sabbat	Death by diablerie
Stealing from another Sabbat	Permanent mutilation
Deceiving sect leaders	Severe burning or a bath in lye
Running from the enemy	Death by acid or permanent imprisonment in the catacombs beneath the local Sabbat temple or cathedral, with only enough blood to keep the offender undead
Divulging a Sabbat secret to anyone	Death by fire
Failure to respond when called by leader	Branding
Slave ghoul disrespectful to a Sabbat	Drawing and quartering of the ghoul and the beating and blinding of vampire master
Slave ghoul divulged secret	Death by fire of both ghoul and vampire master
Refusal to participate in the Vaulderie	Humiliation before the pack and denial of blood for a month
Striking a cardinal, priscus or archbishop	Blinded and multiple bones broken
Associating with Camarilla Kindred	Stern warning on first offense, good beating on second, concrete boots on third
Failure to accomplish minor mission	Humiliation in front of pack through beating and electrical shock
Failure to accomplish important mission	Nose cut off and permanently branded
Any display of cowardice	Blood Feast for fellow pack members, but usually left undead

Chapter Three: Character Creation

Some are born to sweet delight.
Some are born to endless night.
—William Blake, "Auguries of Innocence"

Sabbat characters differ from other **Vampire** characters. The most notable difference is, of course, their ideology. However, other differences include Humanity, the Paths of Enlightenment, Backgrounds, Virtues and Vinculum scores. This section outlines modifications to the rules when creating a Sabbat character.

Step 1: Character Concept

The first thing a player should decide is whether his character will be part of a nomadic pack or a founded pack. More than likely, all the characters will belong to the same pack, so players should discuss whether they would like to play characters with established havens or ones who travel most of the time. Both types of packs provide many opportunities for storytelling, yet each is distinct in some ways.

The nomadic pack provides more opportunities to fight the Camarilla, opportunities to meet many new and interesting characters, and chances to roleplay the characters in many locales. The founded pack provides a greater chance of character survival, greater opportunity to amass personal power, and much more intrigue.

The next step is to choose the character's concept; examples of these are listed in **Vampire**. A major aspect of character creation is choosing the clan to which the character will belong. There are more clans in the Sabbat than in the Camarilla, providing greater distinction between characters. The clans of the Sabbat are different from those outside the sect. The player should check the section on clans before choosing one he thinks he knows, because the Sabbat versions are different and unique to the sect. They are even referred to as *antitribu*, or "anti-tribes."

Clans of the Sabbat

- **Lasombra:** This clan carries the most prestige since, aside from destroying its founder, it leads the sect. Members of this clan are focused, manipulative and extreme.
- **Tzimisce:** Most members of this clan are inhumanly cruel, scholarly, honorable and peculiar. Originally from Eastern Europe, this clan studies the occult and maintains limited relations with an organization of wizards.
- **Assamite *Antitribu*:** Members of this clan are almost exactly like all other Assamites, but they have never had the Curse of the Tremere placed upon them, and the blood of other vampires is not poisonous to them. Most members of this clan are members of the Black Hand. They tend to be grim and humorless.

- **Brujah *Antitribu*:** In a sect known for rebellion, the Brujah clan barely stands out. This clan is considered part of the status quo. Members of this clan are much like their brethren in the Camarilla, and they work the hardest to convert anarchs.

- **Gangrel *Antitribu*:** There are two breeds of Gangrel in the Sabbat—City Gangrel and Country Gangrel. The City Gangrel are Gangrel with permanent havens, and for them the city is the ultimate hunting ground. The Country Gangrel are Gangrel who join nomadic packs. They are more like Plains Indians in nature than Gypsies.

- **Malkavian *Antitribu*:** This group is even weirder than its Camarilla counterparts. Its members have to be watched by their leaders and kept in control. However, they seem to have particular insight into the secrets of the Sabbat and the Camarilla.

- **Nosferatu *Antitribu*:** The Sabbat Nosferatu are the same as other Nosferatu except for their loyalty to the Sabbat. This is the only clan in the Sabbat that maintains relations with its counterpart in the Camarilla. Nosferatu *antitribu* often act as spies, pretending to be Nosferatu of the Camarilla.

- **Panders:** This is a clan of Caitiff who united to form their own organization, with their own meetings and rituals. Panders are not considered inferior to members of other clans in the Sabbat (not openly anyway). The clan is strong and extremely versatile.

- **Ravnos *Antitribu*:** The Sabbat Ravnos are almost all *gorgios* (non-Gypsies). Most are members of nomadic packs. They treat all other Sabbat with honor but hate Gypsies and Ravnos outside the Sabbat, especially Romany Ravnos (those of Gypsy descent). They are still among the best liars and tricksters of the vampire world.

- **Serpents of the Light:** This clan is an offshoot of the Followers of Set. Its members are nearly as dedicated to evil, but they show loyalty not only to their clan but to the entire sect. They are mostly Haitian, but are rapidly becoming more diverse thanks to recent growth. The are one of the smallest, but fastest growing, of all Sabbat clans.

- **Toreador *Antitribu*:** The Toreador of the Sabbat are artists, but they approach art from an inhuman perspective, refusing to pretend that they are human through their existence and their work. They explore both the good and bad sides of existence, studying torture as much as they write and read poetry. Their eccentricities are reflected in both their personalities and their creations.

- **Tremere *Antitribu*:** The Tremere of the Sabbat are the smallest of all the Sabbat clans, and (with the possible exception of the Sabbat Ravnos) the least trusted. Its members have developed Thaumaturgic rituals and paths which differ from those of the Tremere of the Camarilla. The Tremere *antitribu* have been cursed by their former clan and now bear a magical mark which can be seen only by Tremere of the Camarilla, but which brands them as traitors to the clan.

- **Ventrue *Antitribu*:** This clan is made up of true rebels. They are among the least respected because of their former clan's role in the Camarilla. The members of this clan love to be considered rebels and make every attempt to present that image to all others. They are generally dedicated to developing their personal abilities through continued training and education.

The clans are discussed in greater detail in the next section. If you wish to play a member of another clan, it is your responsibility to your fellow players to see that it does not create problems.

The next step is to choose the Nature and the Demeanor of the character. The Archetypes for these are listed in **Vampire** and **The Players Guide**.

Step 2: Choosing Attributes

The point totals for the Attributes of Sabbat characters are identical to those of other vampire characters. The categories of Attributes must likewise be ranked and points must be distributed based upon that rank (primary, secondary, tertiary). The points provided for the appropriate ranks in each area are listed at the bottom of the character sheet.

Step 3: Choosing Abilities

Abilities are also handled in the same manner that they are for other characters. Secondary Abilities are listed in **The Players Guide**. There are additional Secondary Abilities listed in this book, but these Secondary Abilities are available to all characters, not just Sabbat. Some of these Secondary Abilities are used in Sabbat rituals, making them more prevalent in the sect, especially among its clergy.

Step 4: Advantages

Sabbat characters have a different distribution of points in their categories of Advantages. While these numbers are fixed, "freebie" points may be used to increase them.

Disciplines	4 dots
Backgrounds	0 dots
Virtues	5 dots

Disciplines

Sabbat vampires begin the game with a greater number of dots in Disciplines than other vampires due to the rigorous tests they undergo. Only the strong survive in the Sabbat, and a Sabbat's initial Disciplines reflect this vampiric Darwinism. It should also be noted that the clan Disciplines of some of the *antitribu* clans are different than those of their counterparts outside the Sabbat, making them separate bloodlines. This is

due to centuries of hereditary development in the Sabbat's Disciplines. There are also new clan Disciplines included for the Lasombra, Tzimisce and Malkavian *antitribu*. Finally, there are new paths of Thaumaturgy and Thaumaturgic rituals for the Tremere *antitribu* and other Sabbat studying the occult.

Backgrounds

Sabbat characters begin the game with no Background points, though they may use "freebie" points to buy them. Up until the point when the chronicle begins, the characters have been with their pack most of the time and have had little time to develop their Backgrounds. In addition, it is normal for all the characters' mortal ties to be severed when they join the sect.

Sabbat Virtues

Sabbat Virtues differ from those of normal vampires. The Virtues for Sabbat characters are Callousness, Instincts and Morale. Callousness is a vampire's ability to witness and commit vile deeds without suffering mental anguish. Instincts refers to the ability of a vampire to "ride the wave" during frenzy and thus gain a degree of conscious control over it. Morale is like Courage, but tied to the Courage of the pack as a whole. The vampire automatically has one point in each of the Virtues and has five additional points to distribute among them.

Step 5: Last Touches

In this last stage, a player determines his character's Willpower and Path of Enlightenment ratings and rolls the character's starting Blood Points. Sabbat characters do not normally have Humanity ratings, for their Path of Enlightenment ratings take its place. However, a few Sabbat do not follow any Path and some of these have Humanity ratings instead. A player may decide whether his character follows a Path of Enlightenment or retains "normal" Humanity. If the player chooses to follow no Path of Enlightenment, the character retains the normal vampiric Virtues (Conscience, Self-Control, Courage) but will still only have five extra points to allot to the Virtues; the mere act of being in the Sabbat takes its toll on the character's values. In addition, the character may never have a Humanity score greater than five, regardless of beginning Conscience and Self-Control ratings. If the Humanity score drops to zero, the character is consumed by the Beast and taken out of the player's control as usual.

Willpower

A character's Willpower rating works normally and ranges from one to 10. Its beginning value equals the vampire's Morale rating. Besides the normal uses of Willpower, it is used whenever the player wishes the character to resist the feelings induced by the Vinculum.

Path of Enlightenment

The Path of Enlightenment rating for a character replaces the Humanity score. (A very few Sabbat, as mentioned above, actually manage to hold on to their Humanity. In this case, list Humanity where it says Path.) Beginning scores may range from two to nine in a Path of Enlightenment or from two to five in Humanity, and may be increased with freebie points. The beginning Path rating is equal to the sum of the vampire's Callousness and Instincts. It is a good idea to familiarize yourself with the tenets, advantages, and disadvantages of the Path the character follows.

Freebie Points

The Sabbat character receives 15 freebie points and may spend them normally. Backgrounds can be added (including the new Sabbat Backgrounds detailed below), and Sabbat Virtues, Path rating and Willpower can be increased. All costs are identical or equivalent to those listed in the **Vampire** rulebook.

Personal Background

The character is not yet finished. There are some additional details that need to be developed before the character is ready. These aspects are not listed on the character sheet, but they will influence the game. Among the items to develop are Contacts, Retainers, Specialties, Haven, Feeding Ground, Equipment, Appearance, Quirks, Motivations and Sire.

The Pack

There is one other aspect which must be considered for a Sabbat character — the pack to which she belongs. The character creation process leads full circle back to the pack itself. The character is part of the pack; indeed, it is the most influential force in all the character's actions. The character is bound to the pack and cannot escape this tie.

The pack should be developed with the idea that the character(s) only recently joined. The pack leader should be created, as well as the other members. In most cases, the pack will consist largely of the players' characters, though small groups will need more pack members, handled by the Storyteller. The leader's duties should also be detailed. Greater detail can be added as the game progresses, but the Storyteller will need some information about it from the beginning.

Vinculum (Blood Ties)

At the beginning of the game, a character has a Vinculum score for all other members of his pack. The initial score is determined by rolling a die and adding two to the roll. The highest possible rating for a Vinculum score is 10. If the number resulting from the die roll plus two is 11 or 12, reduce the score to a 10.

Lasombra

Nickname: Keepers (as in brother's)

The Lasombra is the Sabbat clan of leadership. The members of this clan tend to be the most loyal and aggressive vampires in the sect. Their success in destroying the clan's non-Sabbat members gives them an additional level of prestige. Some say Lasombra Methuselahs of the Inconnu have survived and wish to bring down their treacherous childer. There are also some Lasombra *antitribu*, members of the clan outside the Sabbat. Some of them are members of the Camarilla, but most serve their own interests.

The Lasombra are natural leaders. They rose to lead the Sabbat soon after the Brujah leaders betrayed the anarchs. The Lasombra knew they would be severely punished for the destruction of their elders, so they had to keep the remaining anarchs strong. The Lasombra took the lead role in organizing the remaining anarchs into the Sabbat. Since that time, they have always enjoyed a great deal of prestige within the sect. All but one of the Regents have been of this clan. Most Lasombra are members of founded packs since it is easier for them to increase their power that way.

The Lasombra are loyal to the Sabbat, but they also believe it is their right and responsibility to be the strongest leaders of the sect. Lasombra often fight over who should lead among them, but they prefer other Lasombra to the members of other clans. There is less intrigue in the Sabbat than the Camarilla, but what does exist is found among the Lasombra.

The Lasombra are just as concerned about freedom as the other clans of the Sabbat, but they view the means of holding onto that freedom a little differently. They emphasize the control of mortal political, religious and financial institutions as a way of defending the Sabbat from threats. The Lasombra maintain the largest number of retainers of any clan in the Sabbat. They maintain agents in many positions of power and have implanted spies throughout the world. These agents are loyal to the Sabbat, but they answer directly to the Lasombra. After all, the Lasombra consider what is good for their clan to be good for the sect.

Even more than the Ventrue and Tremere, the Lasombra are masters of intrigue. Rather than erect the genteel facade of the aforementioned clans, however, the Lasombra are openly competitive and warlike. Lasombra maintain their often tenuous control over their Sabbat brethren through a mixture of force, espionage and manipulation, often guiding the other clans without said clans' realization. The word "Machiavellian" aptly describes the members of the clan. Stealth and cunning are second nature to them, to the point that they have developed an affinity with and control of the forces of night and shadows.

Before the Anarch Revolt, most of the Lasombra made their homes around the Mediterranean. The clan established extensive control over the mortal politics and religion of the region. They established a spy network reaching all the way through Western Europe, Russia and Europe's colonial properties in the New World. After destroying their elders, the Lasombra anarchs were forced to flee north into the Scandinavian countries. It was here that the Sabbat developed into a real sect. Because the Camarilla tried to put an end to the fledgling sect, the Lasombra prompted the massive migration of Sabbat to the New World.

Appearance: The Lasombra of the earlier generations are mostly of Spanish or Italian ancestry. The younger ones are of many different peoples. Most Lasombra dress well. They love wealth and often wear expensive jewelry and drive fancy cars.

Haven: Most younger Lasombra do not maintain private havens, preferring the pack's communal haven. Most of the elder Lasombra prefer their own private havens, but stay with their pack when necessary.

Background: Lasombra choose mortals who demonstrate a lust for power. They often pick those already possessing political or financial influence. They look for the brightest and most cunning of kine to strengthen the Sabbat.

Character Creation: Lasombra can have any Demeanor, but their Natures tend to be leader-oriented. Social Attributes are primary and Mental Attributes are usually secondary. Although most Lasombra have high Leadership scores, any type of Ability can be primary. Background Traits include Contacts, Influence, Mentor, Resources, Retainers and Sabbat Status.

Clan Disciplines: Dominate, Obtenebration, Potence

Weaknesses: Due to a side effect of their Obtenebration Discipline, the members of this clan can no longer be seen in mirrors, nor can they appear in photographs or on film. This allows them to bypass security cameras and the like, but makes it relatively easy to detect them as vampires. Many Lasombra have human or ghoul retainers who groom them.

Preferred Paths: The most popular Paths are the Path of Power and the Inner Voice and the Path of Honorable Accord. The Lasombra also lead in trying to seek out and destroy the Path of Evil Revelations. Even if a Lasombra does not follow the Path of Honorable Accord, she is expected to treat others of her clan honorably. Others outside the clan have noted, however, that many who follow the Path of Evil Revelations are Lasombra.

Organization: The Lasombra is not a closely knit clan, but it does hold meetings, called conventicles, at least four times a year. A separate conventicle is held in each archdiocese; this meeting is open to any clan members in the territory at the time. The meetings serve as a chance for clan members to keep up with happenings among other members. The conventicles coordinate clan support for causes that can aid the clan as well as the Sabbat. The Vaulderie plays an important role in the conventicle, strengthening the clan's bonds. It is also a place to observe all the intrigue and rivalry among clan members as they struggle against the Vaulderie.

Gaining Clan Prestige: The Lasombra prefer their members to compete with one another and to pursue their own personal goals. However, any clan member who hurts the clan's position or reputation will receive draconian punishment. Lasombra gain Prestige whenever they succeed in becoming leaders in the Sabbat, especially at the expense of a non-Lasombra leader. They also receive Prestige for successfully increasing the wealth and influence of the clan. Prestige is very important to Lasombra, but they downplay this fact in the presence of non-Lasombra. They do not want other Sabbat questioning their leaders' loyalty.

Quote: "It's true that I seek to lead my coven, but only because I do a better job than any of the others. I would look favorably on any efforts you might make to assist me for the good of our beloved sect. I'm sure you know that if I were to become leader your own ideas for the betterment of our Sabbat would have a much greater chance of succeeding. Besides, there may be something I can do for you as well."

Stereotypes:

- Tzimisce — "The darkness in these powerful rivals is even greater than our own. We must keep them at bay by rationing their power and keeping them busy."
- Assamite *Antitribu* — "All our brothers and sisters could learn a thing or two from them. They are the backbone of our sect as much as we are the brains."
- Brujah *Antitribu* — "They are more trouble than they are worth. They are accepted only because they will give their unlives for us and because they are too disorganized to challenge our power."
- Gangrel *Antitribu* — "They are useful tools. They do not like staying with their packs, but we put up with it. I cannot understand how they can have so much inner strength and so little ambition."
- Malkavian *Antitribu* — "They are amusing, but no real threat to us. They can be manipulated into following our cause at the drop of a hat."
- Nosferatu *Antitribu* — "Those monsters are better kept underground. Their service to us is superb, but they must end their relations with those outside the Sabbat. We have tolerated it for far too long. They may gain secrets, but how many have they given in return?"
- Panders — "They try our patience, but everyone needs someone inferior around just for relief."
- Ravnos *Antitribu* — " Petty little vampires. However, their unique talents are of great use to us."
- Serpents of the Light — "I have heard it said that it is better to keep your friends close and your enemies closer. Do you know what I mean?"
- Toreador *Antitribu* — "They are enlightened in many ways. They epitomize what we all are at heart. They are of limited use to us in Jyhad, but they represent us well."

- Tremere *Antitribu* — "They are crafty vultures. We need them, however, because the Camarilla has its own foul wizards. As long as they take orders and don't try to give them, they will be treated fairly."
- Ventrue *Antitribu* — "They are useful servants, though a bit too arrogant and educated to be manipulated with ease. Their cowardice is merely an image. They are loyal to our cause."
- Black Hand — "It is dangerous to allow the Hand to remain intact for long periods. Though the Black Hand has never challenged our authority, that does not mean they can't or won't."
- Camarilla — "They are the army of the Antediluvians. We must place their ultimate destruction before any other cause."

Tzimisce

Nickname: Fiends

The Tzimisce clan is renowned for its evil. Among the most renowned of this line is Vlad Tepes, the Impaler, who split from the clan and the sect. Tepes is especially infamous for his cruelty, but this trait is common among the members of the clan.

The Tzimisce clan stretched across the Baltic regions of Eastern Europe for many centuries. It established a great power base until the Tremere, then a house of mortal wizards, established covenants in what is today northern Bulgaria. The two coexisted for a time, not intruding upon one another. Eventually, the power-mad Tremere captured some Tzimisces and used them in perverse rituals aimed at extracting the essence of their immortality. Some Tzimisces believe this was the beginning of the Tremere as a clan.

A group of mages known as House Tytalus uncovered the Tremere activities and began maneuvering against the order with the aid of other occultists. The Tremere had seen this coming and were prepared, gathering additional magical support from an unrevealed source. House Tytalus met with defeat, and early efforts of the Inquisition further limited its activities.

The Tzimisce had also suffered at the hands of the Tremere by the time of the war between the wizards. Seeking revenge against the Tremere, the clan offered aid to House Tytalus. The Tzimisce offered support and, in exchange, House Tytalus promised to ensure that no mages encroached any further into the clan's territory. The two groups began working together against the Tremere.

The uneasy alliance lasted for many years. Even after the need for it passed, the two groups continued to aid one another as contacts and occasional supporters. It was kept very quiet, but it lasted. In fact, the Tzimisce still has connections with certain wizards, which the clan keeps very secret to avoid censure by the leaders of other clans.

The Tzimisce anarchs went a long way in destroying the elders of their own clan, but gave up all major efforts to destroy the remaining few. The remaining elders live as Inconnu in Bulgaria, Rumania, Austria and Hungary, sitting alone in their mansion and castle havens. They have accumulated so much magical and political power that they have no fear of their former clan, and fear the Camarilla even less.

Tzimisces have a strong appreciation for learning. They are some of the most educated beings on earth. They seek to understand magic as well as science, but have not reached the level of the Tremere in this understanding. While they are inhuman, they show it to a lesser extent than do the Toreador *antitribu*, for instance. Most Tzimisces are grim and serious, noted for their lack of a sense of humor (or a twisted one, at best). They are also known for the high value they place on privacy.

The Tzimisce is the second most powerful and numerous clan of the Sabbat. The Lasombra hold the top position in both categories. However, the Tzimisce is a driving force behind Sabbat ideology, goals and planning. The Tzimisce clan appears happy to let the Lasombra take the lead in carrying out sect plans.

Appearance: Tzimisces tend to dress in a very old-fashioned manner. Most, both old and young, dress in clothing popular 100 years ago. Solid black, accented with white, is popular. Tzimisces tend to resemble the traditional vampire of legend.

Haven: Tzimisces maintain luxurious mansions away from the eyes of mortals. They will stay in communal havens for short periods, but generally dislike them. The Tzimisces are very peculiar about their havens. To be invited in is a great honor bestowed only on the closest of comrades. If one enters a Tzimisce's haven uninvited, he will incur the wrath of the vampire. If a Tzimisce invites an individual into her haven, she assumes the responsibilities of providing for and protecting the individual.

Background: Most Tzimisces choose recruits who are intelligent and well-educated. Recruits are typically between 30 and 40. Most come from such backgrounds as medicine, science, academia and theology; however, a few have been chosen from the ranks of lunatics. In peace, Tzimisces get to know their targets by becoming friends with the mortals, making sure the targets will be interesting companions for centuries, especially since sires maintain close relationships with neonates. During Jyhad, Tzimisce commonly choose college students and professionals such as doctors and lawyers.

Character Creation: Most Tzimisces have dilettante or professional concepts. Mental Attributes are primary, as are Knowledge Abilities. Their Natures and Demeanors are generally similar, but not identical. Common Background Traits include Contacts, Mentor, Resources and Sabbat Status.

Clan Disciplines: Animalism, Auspex, Vicissitude

Weaknesses: Due to the effects of the Vicissitude Discipline, Tzimisces are in a continuous state of physical flux (often they forget their original form over the centuries). Thus, something deep within the Tzimisces craves stability and permanence. As a result, each time the Tzimisces sleep, they must surround themselves with at least two handfuls of earth from a land important to them as mortals (usually their homeland or the graveyard where they underwent their Creation Rites). If they fail to do this, they cannot rest in peace and lose half their Dice Pools from all actions every 24 hours until down to one die; this weakened state continues until they rest amid their special soil once again. Many Tzimisces maintain several auxiliary havens, each of which contains the needed soil.

Preferred Paths: Most prefer the Path of Death and the Soul or the Path of Caine. Some are also known to follow the Path of Honorable Accord.

Organization: The Tzimisce is a closely knit clan, but its members' loyalties lie with the Sabbat first. The Tzimisce hold regular meetings once per year around the beginning of fall, though not on a particular date. Unlike many clans of the sect, the Tzimisce greatly respects its elders. However, those who prove inadequate are usually extinguished for the benefit of the sect. The leader of the clan holds the title of Voivode, and he may make decrees for the Tzimisce to follow. Only foolish Voivodes abuse this power, since the clan would certainly destroy any leader who might jeopardize the Sabbat or compromise the clan's power.

Gaining Clan Prestige: The Tzimisce protocol for gaining Prestige is extremely complex. It is gained by maintaining the good reputation of the clan, demonstrating control over others, and supporting the conservative leadership role the Tzimisce plays in sect affairs. It should also be noted that this clan never awards Prestige to the foolish, rebellious or obnoxious. Subtlety carries a great deal of weight with this clan.

Quote: "Those who possess true power seldom need to use it. There is much about us you do not know, nor ever will."

Stereotypes:

- Lasombra — "We allow them to lead, even though many of our clan hold minor positions as prelates. They take the brunt of all dissension, leaving us unscathed."
- Assamite *Antitribu* — "It is better they fight with us than against us."
- Brujah *Antitribu* — "They represent that for which the Sabbat stands. They are far too disordered to ever accomplish anything as a clan."
- Gangrel *Antitribu* — "They enjoy the freedom we fight for and we cannot hold that against them. They can be difficult to manage at times."
- Malkavian *Antitribu* — "They increase our number and cause fear in many. They are sons and daughters of Caine. They have as much right to save our race as the next vampire."
- Nosferatu *Antitribu* — "They are the most highly adept spies we have."
- Panders — "Lesser creatures. They challenge the order of things in our sect. That is not so bad, as long as we do not let them get out of hand."
- Ravnos *Antitribu* — "One never knows where one stands with a Ravnos, even if said Ravnos is of the Sabbat."
- Serpents of the Light — "They are Setites nonetheless. They just want us to think they are loyal."
- Toreador *Antitribu* — "Sycophants of the Lasombra. They accomplish nothing and would be better off destroyed."
- Tremere *Antitribu* — "They share our interest in the magic arts. While they are superior to us in their practice, they are inferior to us in their convictions. They enjoy being the lap dogs of the Lasombra."
- Ventrue *Antitribu* — "Some of the most interesting vampires are members of this clan. They thrive on the total anarchy the Sabbat provides."
- Black Hand — "There is much below its surface it would keep hidden from us."
- Camarilla — "What pitiful pawns we have been gathered to destroy. All its members deserve the flames of Final Death. It is a kinder fate than their masters have in store for them."

Assamite *Antitribu*

Nickname: Angels of Caine

The Assamite *antitribu* are almost identical to their non-Sabbat counterparts, except that they accept all races into their clan, granting membership to anyone with a warrior's heart. Also, most importantly, they were never subjected to the Curse of the Tremere. The Assamites of the Sabbat are free to drink the blood of all vampires. Because of this, they may be considered a separate bloodline from all other Assamites.

The Assamite *antitribu* share the same origin as all other Assamites. Their history as a separate clan begins with the signing of the Convention of Thorns, which ended the Anarch Revolt. Certain Assamites refused to accept the punishment of the Camarilla and returned to fight alongside the remaining anarchs in what later became the Sabbat. This did not greatly upset the Assamite elders, who secretly regarded the act with respect and humor.

The Assamites of the Sabbat, acting on the request of the Sabbat leader Vestgeir, severed all direct association to the Assamite clan. The Sabbat Assamites have since that time made peace with their former clan. The major difference between the two groups is that the non-Sabbat Assamites do not approve of making Assamites out of Westerners. This still stirs conflict between the two separate groups. Assamite *antitribu* will not battle non-Sabbat Assamites, and Assamites

have never warred against the Sabbat Assamites. This unspoken understanding is at least recognized by Sabbat leaders, which led to the need for paladins and templars from the other clans in sect dealings with all non-Sabbat Assamites.

The Assamite *antitribu* founded the Black Hand. Most of the Sabbat Assamites were expert warriors and assassins who actively plied their craft during the chaos of the anarch movement. In addition, the Sabbat needed a military force under a central control for the continuing Jyhad with the Camarilla. Together, these factors led Sabbat leaders to establish a special militia made up primarily of Assamites. Members of other clans joined and this militia became the Black Hand. Even today, however, the Black Hand is often considered synonymous with the Assamite *antitribu*.

The Assamite *antitribu* are the primary assassins of the Sabbat. However, they do not ask for blood from the leaders of the sect. Instead, they ritually slay the eldest of their own clan every 100 years through a special diablerie ceremony. This elder has some of the blood of the Lasombra founder, a third generation vampire, running through his veins. The elder exists for a century as the closest Assamite *antitribu* to Caine himself, ruling under the title Hulul. At the end of the 100-year reign, the next in line drinks the precious vitæ from the previous ruler, and so it passes it through history.

With the coming of a new millennium, no one is quite sure what the Assamite *antitribu* have planned, but many elders speak softly of a dark threat the clan may present.

Appearance: Assamite *antitribu* are similar to Assamites, except many of the younger generations are not of Middle Eastern heritage. The Assamite *antitribu* still develop dark skin as time passes, just like all other Assamites.

Haven: Most maintain private havens, staying in communal havens only when necessary. Their private havens usually reflect the clan's militaristic style. Most contain secret passages and chambers.

Background: The Assamite *antitribu* are strict in choosing recruits. If a newly created Assamite *antitribu* survives her first experience in combat, she becomes a *mustajib*, or "deserving one." Mortals never serve the Assamites before being chosen to become one. Only after becoming vampires do they get the chance for acceptance. For a period of seven years, the vampire must serve the Assamite *antitribu* who created her. If the mustajib fails in any of her tasks, she is destroyed. If she succeeds, she becomes a *fadais*, or "one who sacrifices herself," for seven more years as she serves her creator. During this time she becomes recognized as a member of the clan and she studies the Assamite art of assassination.

Character Creation: An Assamite *antitribu* can be of any race, though Middle Eastern lineage is still most prevalent. As with non-Sabbat Assamites, many are former soldiers, explorers, investigators and criminals. Their Natures are usually inclined toward violence, but they may have any type of Demeanors. Physical or Mental Attributes are primary, as

are Skills. Backgrounds include Mentor, Generation and Black Hand Membership. Assamite *antitribu* should have high scores in martial abilities and Stealth.

Clan Disciplines: Celerity, Obfuscate, Quietus (described in **The Players Guide**)

Weaknesses: Assamite *antitribu* easily become addicted to the blood of other vampires. Any time the character tastes the blood of a vampire outside of the Vaulderie, he must make an Instincts roll against a difficulty of the number of Blood Points drunk + 3. If he fails this roll, he must make an Instincts roll against a difficulty of 5 the next time he sees, smells or tastes Kindred vitæ. Failing this roll sends him into a frenzy during which he will do anything to drink as much of it as possible. Additionally, the character will have a continuing desire for such blood, which should be roleplayed.

Preferred Paths: Almost all members of this clan follow the Path of Caine, which is based on the belief structure of the original Assamite spiritual doctrine. Some follow the Path of Honorable Accord. Few, if any, follow the Path of Harmony.

Organization: The Sabbat Assamites are a hierarchical clan, an anomaly in the Sabbat. The members respect their elders and treat their peers fairly. This does not mean that pride and competition do not come into focus, just that they are of lesser importance.

Gaining Clan Prestige: Clan Prestige comes into play much more for this clan than any other within the Sabbat, with the exception of the Lasombra. It is gained through success in War Parties, assassination and achievement of Sabbat expansion through bloodshed. Continued support of one's sire is also noteworthy.

Quote: "Excuse me, but do you know who the hell I am? I am the cannibal of the undead. I crave to be with Caine through the power of the blood. You're just lucky to be on my side."

Stereotypes:

- Non-Sabbat Assamites — "They are our equals and our brothers. We are of the same blood and spirit. Our hearts are with them. However, they are neither our allies nor our friends. "
- Lasombra — "They are adequate leaders. They argue too much and fight each other for control, but that is their way and we have come to accept it."
- Tzimisce — "They are noble, trustworthy and evil. They are an old breed that has long accepted what they are, and for this they are strong. They are our strongest ally within our sect."
- Brujah *Antitribu* — " They are weak. They show mercy to those who would destroy us. They must divorce their mother clan and accept the truth of what we stand for. If they do not give up their ridiculous dreams of saving their brethren in the Camarilla, they will send us to our graves for the final time."

- Gangrel *Antitribu* — "They are excellent warriors. They are our allies and our rivals. They could lead the Sabbat if they desired. I would be glad to aid them if they were to plan for this. They understand the Beast."
- Malkavian *Antitribu* — "I have never seen a greater threat to our security than this band of misfits. They are not to be trusted. They should be considered the most expendable of our race, for their minds are already gone."
- Nosferatu *Antitribu* — " They are a curious lot. I would like to consider them our allies, but I am not so sure. They are too close to their kin in the Camarilla. They could be great warriors, but they like to hide and gossip too much."
- Panders — " They are not our equals, despite what some may think. However, they are strong and they are capable of almost anything, good or bad. They are a wild card best left unplayed."
- Ravnos *Antitribu* — "They are children with dangerous toys. They are as likely to injure us as the Camarilla."
- Serpents of the Light — "They are better than the damned Snakes, but not by much. They must be watched almost as much as the Tremere of our sect."
- Toreador *Antitribu* — "They are filthy creatures. It would have been better if we had destroyed their entire clan before we joined the anarchs. They have no discipline, no morality. They avoid leading the Sabbat and for that we are thankful."
- Tremere *Antitribu* — "They are not our allies. We should use them only as long as they do what they are told. The entire clan must be up to something."
- Ventrue *Antitribu* — "They are strong allies. They serve the Sabbat almost as zealously as we do. They do not hesitate in their attacks on the enemy. Though they may only be amusing to some, we see their strength."
- Black Hand — "We are the Black Hand."
- Camarilla — "Weak creatures, so blind they cannot see the strings their masters pull. We shall destroy them and drink the vitæ from their veins until they crumble to dust between our fingers."

Brujah *Antitribu*

Nickname: Rabble-rousers

Brujah *antitribu* are just like their Camarilla counterparts, except that within the Sabbat they are not viewed as dissidents. After all, most vampires within the Sabbat, regardless of clan, are considered rebels. The *antitribu* continue to share a strong sense of fraternity with other Brujah and continually seek to convert them to the ways of the sect.

Brujah were the first to call themselves anarchs during the Revolt, but the clan's elders deserted the movement. Elders of other clans called on them to bring their "daft and dangerous get" into line. Most of the Brujah leaders of the anarchs met with the elders of their clan. The elders promised that if the Revolt ended, the leaders would not be punished or forced to give up their independence. The Brujah elders could enforce this with the other elders, who realized that unless they gave in to the demands of the Brujah elders, the fighting could continue indefinitely. The Brujah anarch leaders agreed to this, so a treaty was signed and an oath was sworn. The treaty and the event became known as the Convention of Thorns.

Some of the Brujah anarchs refused to accept the words of their elders and stuck with the other rebellious Kindred. The anarchs still respected these Brujah, but they lost much of their leadership to the Lasombra. The Brujah became equals, not leaders, and they remain so today.

Appearance: The Brujah *antitribu* look like non-Sabbat Brujah, and are just as outrageous in appearance. Most Brujah *antitribu* within a pack dress in a similar style. To make themselves known as Brujah *antitribu* in a sect which downplays the importance of clans, many wear some purple article of clothing at all times.

Haven: The Brujah *antitribu* prefer the communal havens of the Sabbat. The Sabbat Brujah sometimes maintain apartments, but never for a long time.

Background: Most Brujah do not care whom they choose as recruits. They will take whoever is available, as long as the recruit seems tough and doesn't act too stuffy.

Character Creation: Brujah *antitribu* can have any concept. They can also have any Nature or Demeanor as long as neither is of a conservative variety. Social or Physical Attributes tend to be primary and either Talents or Skills are primary.

Clan Disciplines: Celerity, Potence, Presence

Weaknesses: They have the same weakness as other Brujah: they frenzy easily, and the difficulty for frenzy is always two higher than the number listed.

Preferred Paths: Most prefer the Path of Power and the Inner Voice, but some follow the Path of Cathari or the Path of Harmony.

Organization: Although they make a special effort to recognize one another and show clan fellowship, they are not united in any real way. The Brujah *antitribu* do not hold meetings and may be divided into Iconoclasts, Individualists and Idealists in their thinking. Most fall into the category of Iconoclasts, followed by Individualists, with the smallest group being the Idealists. They sometimes hold Rants, even inviting non-Sabbat Brujah, and these Rants often get brutal.

Gaining Clan Prestige: Brujah gain Prestige in various ways, depending on which category a vampire fits: Iconoclast, Idealist or Individualist. The most important way to gain Clan Prestige is by overthrowing Sabbat leaders who "devolve" into rulers rather than leaders. They also gain Prestige by bringing non-Sabbat Brujah into the fold.

Quote: "It's up to us to make sure the Sabbat doesn't become another Camarilla. We are the freedom fighters of our sect. We let no one tell us what to do or how to do it. We make up our own minds in our service to the Sabbat."

Stereotypes:

- Brujah — "They're more like us than they know. Although their sires were worthless dupes, many of the young ones see the power of chaos. They just don't know how to focus or develop it. They must be saved by their Sabbat brothers and sisters."
- Lasombra — "They are capable leaders, but they only care about their own clan. They act too much like the Tremere, but as long as they lead well, I will follow them."
- Tzimisce — "It is better to stay on their good side, if possible. I may not like them, but I do trust them."
- Assamite *Antitribu* — "They serve us well and ask for little in exchange. They will keep the Sabbat strong and out of the complete control of the Lasombra, and for that I am glad."
- Gangrel *Antitribu* — "They are strong and they stay out of our affairs. The Sabbat would be better off if more members were like them."
- Malkavian *Antitribu* — "We accept them for what they are. They have never given us reason to dislike them or stop trusting them, for their madness is more of an act than most realize."
- Nosferatu *Antitribu* — "They are very useful in our war with the Camarilla. If they could only convert their brothers and sisters in the Camarilla, we would have access to all the enemy's secrets."
- Panders — "Their versatility and loyalty provide us with excellent expendables. They may be our equals, but the price of that equality means they have to take greater risks to prove their value."
- Ravnos *Antitribu* — "A decent clan. They may be pranksters, but that is in their blood. They have given our sect an edge over the enemy many times."
- Serpents of the Light — "They have their uses, but they must be kept small in number. Should they grow in strength, there is a good chance they would destroy all we have built."
- Toreador *Antitribu* — "They are a clan of true vampires, and there is nothing remotely human about them. This might be cause for alarm, but in our Jyhad for survival, they are our allies and equals."
- Tremere Antitribu — "They are useful to have around. They help us against the other warlocks, but should still be watched."
- Ventrue *Antitribu* — "Our two clans are much alike. If they did not play the role they do, we would have to."
- Black Hand — "I trust it and respect it, but I still hate it. It has its uses, but is far too anxious to go to war. We would be just like it if the Idealists had their way. Fortunately, they do not."
- Camarilla — " Could there possibly be a more foul organization? This is a sect ruled by mindless idiots, controlled by the ancient evil ones. The sect must fall, even at the expense of our brothers and sisters in its clutches."

Gangrel *Antitribu*

Nickname: Hunters

Two types of Gangrel have developed within the Sabbat — the Country Gangrel and the City Gangrel. It is possible to consider the two types as separate bloodlines of the Gangrel clan, though the City Gangrel are actually an offshoot of the original clan. Though all Gangrel *antitribu* share the same ancestry, they are very different in many ways.

The more commonly encountered are the Country Gangrel. These Gangrel are almost identical to non-Sabbat Gangrel except for their adaptation to life in nomadic packs. They are still loners but they manage to fit in with their Sabbat brothers and sisters. Unlike some non-Sabbat Gangrel, they universally hate Lupines and have called War Parties open only to Gangrel *antitribu* against Lupine tribes.

Country Gangrel avoid prolonged stays in large cities, preferring life in the wilderness. They are on tolerable terms with Gangrel outside the Sabbat, but share no common bonds with them. In addition, they get along with Gypsies, though they usually avoid contact with them if they can. Many Country Gangrel *antitribu* are of Native American ancestry, and even Country Gangrel who are not tend to get along well with the Indian nations. Many members of this clan practice Amerind religion and rituals.

The second type of Gangrel *antitribu* are the City Gangrel, who make their permanent homes in the city. They are the ultimate predators in the urban hunting ground. While they prefer the city, they are also fair hunters in the outdoors. They are members of covens and they seldom, if ever, move to another city. They hate Lupines, but have almost no contact with them. These Gangrel avoid Gypsies, even though many are Gypsies themselves.

The two breeds of Gangrel in the Sabbat get along well with each other, but sometimes show disdain for each other's chosen lifestyle. They maintain some cohesiveness as a clan, but are loyal to the Sabbat above all else.

The members of both factions of Sabbat Gangrel tend to be highly individualistic, unpredictable and strong-willed. While most are loners, friendships with others of their clan are commonplace. They often have or serve as mentors within their own clan. Some Gangrel do not participate in all the activities of their pack, but this is accepted because pack members always know where to find them in case of an emergency.

The Gangrel *antitribu* share the history common to all Gangrel. The individual vampires responsible for the division of the Sabbat Gangrel into two separate bloodlines were the two eldest Gangrel to help found the sect. They hated each other tremendously, and when the Great Jyhad started they split the clan into two factions. They did not reunite their ties with one another and, over the centuries, contin-

ued drifting apart. Today there is still a big rift between the two groups, though they manage to get along better with each other than they do with Sabbat of other clans.

The Country Gangrel *antitribu* became the vampiric explorers of the New World. They went west beyond the colonies to live with, and on, the Indians. In fact, Native Americans became the most numerous of the Country Gangrel *antitribu* recruits. They proved to be the toughest and most skilled Kindred in the ways of the wilderness. The Country Gangrel have many contacts among the Native Americans and, although the still recognize the various tribes, they think of their clan as a tribe unto itself. Country Gangrel have even allied themselves with certain mystic societies among the Native Americans.

The City Gangrel came to live in the cities of the New World. They feared the untamed wilderness, especially since the Country Gangrel *antitribu* had already allied with the native people of the land. At that time there was still a great deal of animosity between the two rival factions of the Gangrel *antitribu*, so there was only a slim chance for a City Gangrel to survive in the uncivilized frontier.

Appearance: Almost all Gangrel *antitribu* of both types have the Protean Discipline and the weakness that goes with it — the development of animalistic features. Country Gangrel tend to dress in a Western manner, wearing mostly earth tones. City Gangrel prefer simple clothing of dark shades. The Country Gangrel have been know to carry silver swords for dealing with Lupines found along the way.

Haven: The Country Gangrel *antitribu* usually stay anywhere private and convenient they can find. Many of them sleep in the bare earth rather than in the strict confines of a coffin. They stay with the pack only when necessary, such as when traveling through Camarilla, Lupine or Inconnu territory. Country Gangrel of Native American ancestry often take refuge on the land of their people. The City Gangrel *antitribu* maintain private havens of a more permanent variety — usually old warehouses or mansions. They do not keep servants to watch over their havens for them. They will stay in the Sabbat temple if necessary, though most ask for private chambers.

Background: They choose recruits like the rest of the sect does. If given the opportunity to carefully choose their childer, they seek out those a lot like themselves. The clan has shown itself quite capable of choosing some of the strongest recruits. It often provides mentors to new Sabbat Gangrel who have proven their ability.

Character Creation: Most Country Gangrel *antitribu* have Working Joe, drifter or outsider concepts. Their Natures and Demeanors are quite similar, and possibly identical. Physical Attributes and Talents are primary. Background Traits include Allies and Contacts. These are usually people they have met in various cities, or members of their own tribe if they are Native Americans.

City Gangrel *antitribu* tend to have Working Joe, drifter, criminal or investigator concepts. Their Natures and Demeanors are also quite similar. Physical Attributes are primary, as are Skills. Background Traits include Herd, Influence and Resources.

Clan Disciplines: (Country) Animalism, Fortitude, Protean (City) Celerity, Obfuscate, Protean

Weaknesses: Just like Gangrel outside the Sabbat, the *antitribu* become more and more animalistic in appearance each time they frenzy. The effects are handled the same as for other Gangrel. It is interesting to note that, particularly in more recent years, the City Gangrel tend to assume the features of urban animals, such as rats, cats and dogs.

Preferred Paths: Almost all Gangrel *antitribu* follow the Path of Harmony or the Path of Honorable Accord.

Organization: Neither group of Gangrel *antitribu* has established meetings. Gangrel participate in mandatory sect gatherings and keep in touch with one another through them. Few Gangrel *antitribu* achieve leadership roles within the Sabbat. This is not because they are not respected or trusted, but because most of them do not care about such things.

Gaining Clan Prestige: The passing of tales from one to another takes place among them and is still a measure of Prestige. While the Ordeal still takes place, it is not considered as important to the Sabbat Gangrel.

Quote: "My comrades think they know me, but they don't. Oh, they're okay. It's just that I prefer to rely on myself. After all, that is what the Sabbat is about. You know, freedom. I'm loyal to the Sabbat and I come when I am called, but don't call me unless I'm needed."

Stereotypes:

- City Gangrel *Antitribu* (by Country Gangrel) — "Our brothers misunderstand much about who we are. To them we are little more that ignorant savages, but to us they are arrogant and lost in the games of the other clans."
- Country Gangrel *Antitribu* (by City Gangrel) — "They live in the woods like animals. They think their lives are so romantic and pure, but they're going to have to accept the real world if they want to survive. They are fair to us and loyal, but their unwillingness to change is very annoying."
- Camarilla Gangrel (by Country Gangrel) — "They are more like us than our city brethren. We are one nation with them, despite what the Sabbat thinks.
- Camarilla Gangrel (by City Gangrel) — "They are worse than our country clan members. They are no better than the dogs that hunt in the night. We were kin at one time, but now they feel the same way toward us that we feel towards them."
- Lasombra — "They are not to be trusted. They serve their own interests at our expense."
- Tzimisce — "They are strong and would make better leaders than the Lasombra. Still, the Beast they seek in themselves is the one they make, not the real one."

- Assamite *Antitribu* — "They are like us in many ways. They respect me and in turn I respect them."
- Brujah *Antitribu* — "They are still rabble. Things will never change among that clan, for all its rhetoric."
- Malkavian *Antitribu* — "They are touched with a gift no others want."
- Nosferatu *Antitribu* — "They can be useful allies or worrisome enemies. Their knowledge is of value to us all."
- Panders — "Once they were outcasts, but now they are our brothers and sisters. Even though they are of mixed blood, they are equal to any other vampires."
- Ravnos *Antitribu* — "They are the sons and daughters of the Coyote. They give our sect a vitality unmatched by the Camarilla."
- Serpents of the Light — "We are not friends, though we are allies."
- Toreador *Antitribu* — "Worthless."
- Tremere *Antitribu* — "They fill a necessary role. When they give me a good reason to mistrust them, then I will."
- Ventrue *Antitribu* — "They have earned my respect many times over. Though few like them, they have fought beside us and died with us for centuries."
- Black Hand — "We are as much a part of the Hand as the Assamites. It would be better if it were more active in our sect."
- Camarilla — "It serves the bringers of our second death. It must be destroyed at every opportunity."

Malkavian *Antitribu*

Nickname: Freaks

If the Malkavians are crazy, then their Sabbat counterparts are really from beyond. The Creation Rites warp them beyond even "normal" Malkavian standards. They are truly touched by chaos. However, thanks to the Vaulderie, the Sabbat can control them better than the Camarilla.

Clan members do not recognize themselves as Malkavians, and most consider themselves Panders. They maintain no ties to one another as a clan, and many consider it a slight to be called Malkavian. Still, they occasionally meet secretly as a clan, though at no specific time. What goes on is anyone's guess, though on the surface it appears to be nothing. Some seem so separated from reality that they don't even know where they are or why they are there.

An important feature concerning the Malkavian *antitribu* is the fact that they have become a totally new bloodline, distinct from the original clan. Their disturbed nature has seeped into their blood to such a degree that they draw power from their lunacy in the form of a new Discipline.

Malkavians of the Sabbat are very disturbing to other sect members. They know things about others in and out of the Sabbat that they should not know. Their leaders take great care in watching and manipulating them. No Malkavian *antitribu* lead the Sabbat in times of peace, though many have been successful leaders in times of Jyhad. Their loyalty is typically Malkavian. They are fanatically loyal one day and completely disinterested the next. They cannot be depended on but, when they are willing to serve the Sabbat, they are extremely fierce in their effort.

Sabbat Malkavians maintain some connections with the Malkavians of the Camarilla. They sometimes appear to hate one another, and at other times they are on better terms than with the other members of their respective sects. Next to the Nosferatu *antitribu*, the Malkavian *antitribu* seems to be the clan that knows the most about the Camarilla.

Some question whether the Malkavian *antitribu* are as crazy as they seem. They can be very sly and knowledgeable, and they move about in Camarilla-held territory more freely than any of the others within the Sabbat. If they were more dependable, they would be the best possible spies.

Why certain Malkavians stayed with the Sabbat after the end of the Anarch Revolt is unknown. Perhaps it is because the Sabbat was more willing to accept their peculiarities and grant them the freedom they wanted. Then again, who knows? After all, they are Malkavian.

Appearance: The Malkavian *antitribu* dress in very unique ways. Few of them really seem to notice or care how they dress. Some appear almost normal, while others are so outlandish as to be immediately recognizable as Malkavians.

Haven: Most Malkavians are asked to stay with their pack, for the leaders don't trust them on their own. They might forget whose side they are on. Some Malkavians belonging to covens maintain their own private havens in insane asylums so they can get away from all the crazies.

Background: Malkavian *antitribu* tend to choose strange people as recruits for the Sabbat, but they may choose anyone. They have no recognizable preference for any type of individual.

Character Creation: Sabbat Malkavians generally have very contrasting and bizarre Natures and Demeanors. Actually, they usually have at least two or three Demeanors and switch them around often, even when dealing with the same person. Mental Attributes are primary, and any Ability category can be primary, though Skills are usually tertiary. Background Traits most common among them include Contacts, Herd and Mentor.

Clan Disciplines: Auspex, Dementation, Obfuscate

Weaknesses: The Malkavian *antitribu* are like the Malkavians of the Camarilla, but much worse. Rather than having just one permanent Derangement, they have at least two. They will never overcome this curse, but eventually one Derangement may be exchanged for another just to make things more interesting.

Preferred Paths: Most do not follow a Path *per se*, but a few do. There appears to be no overriding preference as to which ones. Some Malkavians do not understand the concept while others can fully explain the belief structures for all the Paths.

Organization: Clan members claim they are not Malkavian *antitribu*, but they still hold meetings known only to themselves, though they are open to anyone who happens upon them. They appear to have no overall goals as a clan and use their gatherings as opportunities to mock other clans and certain individual vampires. If a Sabbat Malkavian needs help, she will be more likely to find it from her pack than her clan.

Gaining Clan Prestige: Prestige does not appear to exist as it does for the other clans. It is constantly changing from occasion to occasion and from time to time. One apparent way to gain at least temporary Prestige is to successfully gather a group of Sabbat Malkavians and accomplish something, or anything. This is a very difficult task.

Quote: " Do I know you? You wouldn't be Sid, would you? 'Cause if you were I'd have to rip your throat out. Do you want to be Sid?"

Stereotypes:

- Malkavians — "There is no such thing as a Malkavian clan. How many times do I have to tell you?"
- Lasombra — "They are mean and nasty. They think they are better than everyone else. I would love to teach them about respect."
- Tzimisce — "They are even meaner than the Lasombra, but I think they're okay. They don't bother me. I think they see things like I do."
- Assamite *Antitribu* — "They look down at us and they take everything too seriously. What makes those Ass-mites think they're so superior?"
- Brujah *Antitribu* — "They are decent vampires, if there are such things. They don't cause me any problems and I even hang out with some of them."
- Gangrel *Antitribu* — "I think they are better hunters than the Ass-mites. They treat me decently. I think some of them are real friends."
- Nosferatu *Antitribu* — "I like them for their honesty. They never bother me. I have my home in the sewer too."
- Panders — "I am a Pander! What's wrong with you?"
- Ravnos *Antitribu* — "We see things in a similar way. They help to keep our sect fun."
- Serpents of the Light — "They are very sly, but they appear to be loyal."

- Toreador *Antitribu* — "Ugh! I think they have been watching too much *Addams Family*. And they call me weird? Ha!"
- Tremere *Antitribu* — "I guess they are decent vampires. They are not very friendly, but I guess they have their reasons."
- Ventrue *Antitribu* — "They have learned much from us Panders. They are loyal to the cause, and they still manage to have a good time."
- Black Hand — "There are too many Ass-mites in the Hand. It would be okay if the Gangrel were running the show."
- Camarilla — "They are decent vampires. Unfortunately, they are our enemies. Everyone needs an enemy, you know, and they are good enough for us."

Nosferatu *Antitribu*

Nickname: Critters

The Sabbat Nosferatu have stronger intra-clan bonds than any other Sabbat clan. In fact, they refer to themselves as Nosferatu, not Nosferatu *antitribu*, a title first used by the Lasombra. Still, their primary loyalty is to the sect. The Nosferatu who stayed in the Sabbat after the Anarch Revolt saw the new sect as their only real chance of acceptance in society, even if it was a society of undead fanatics. The Sabbat Nosferatu never really severed relations with their fellow clan members outside the Sabbat, but over time the kinship has waned. Some say their ties with the Camarilla are slowly dissipating as fighting renews and the information links dry up.

Nonetheless, the bond these Nosferatu share with the Camarilla Nosferatu allows both groups to travel into the other's territory unmolested. However, they will not protect each other if they go above ground in enemy territory. They do send delegates to one another's hostings. However, many Sabbat Nosferatu do not let the members of other broods know they are Sabbat.

Sabbat Nosferatu learn a great deal about the Camarilla from its Nosferatu broods. They also send spies to infiltrate Camarilla broods as a precursor to the siege of a city. The Sabbat Nosferatu will share any information they have with their Camarilla brothers and sisters as long as it does not jeopardize the Sabbat. While the Nosferatu of the Camarilla know more about the Sabbat than any other Camarilla clan, very little of their information is entirely accurate.

Both groups of Nosferatu think their kin in the other sect have sold out to a cause not their own. They remain courteous (at least as courteous as Nosferatu can be), but are not loyal to each other. If they encounter each other during times of Jyhad, they will treat their kin the same as they would any enemy.

Nosferatu *antitribu* within a city, even if they are members of different covens, gather and form their own broods. They even allow nomadic Sabbat Nosferatu to come and participate. Clan members do not hold the Vaulderie ritual among themselves. They trust clan members and claim not to need "manufactured loyalty."

Sabbat Nosferatu are active in their packs. They are accepted by their fellow sect members more than the Camarilla Nosferatu are accepted by their sect. There are even a fair number of nomadic Nosferatu *antitribu*, and a number of older Nosferatu *antitribu* are members of the Black Hand or paladins.

A notable difference between the two groups of Nosferatu is their ideology. Sabbat Nosferatu have adopted the standard sect ideology and appear to their kin as evil. The Sabbat Nosferatu do not skulk around in sewers as much, and they seem to enjoy the terror they are capable of producing.

Appearance: The Nosferatu of the Sabbat conform to the appearance of their Camarilla counterparts. A rare few Nosferatu *antitribu* ask Tzimisces of the Sabbat to use their Vicissitude Discipline to make them more (and sometimes less) human-looking. This is a sign of weakness as well as disrespect. A Nosferatu who has this service performed will lose all Prestige among fellow clan members and will become a pariah within the clan.

Haven: Most nomadic Nosferatu *antitribu* stay with their pack. If in a Sabbat-held city, they may choose to stay in the sewers with the Nosferatu of the city. The city Nosferatu *antitribu* spend most of their time with their pack as well. However, each city has its own Nosferatu lair located within the sewer system. The lair is used as a place for hostings away from the eyes of the other clans. The sewers used by Nosferatu *antitribu* are called the Nosferatu Kingdom. Any who enter the Kingdom had better get permission in advance, unless they themselves are Nosferatu of the Sabbat.

Background: They choose their recruits just like other Nosferatu. In times of war, they don't look that hard. They usually choose people who are either very ugly ("so it won't matter to them much") or very attractive ("they probably deserve it").

Character Creation: Their concepts can be anything, but street people are most common. Physical Attributes are primary, as are Talents. No particular Background Traits are common among them.

Clan Disciplines: Animalism, Obfuscate, Potence

Weaknesses: All Nosferatu have Appearance scores of zero. They automatically fail any roll involving Appearance. Fortunately, most Sabbat Nosferatu don't seem to mind.

Preferred Paths: The most common are the Path of Harmony, the Path of Caine, and the Path of Honorable Accord.

Organization: The Nosferatu *antitribu* have their own hostings, which can be called by any Nosferatu. They conduct little business other than exchanging information. Their

information network is not as large or intricate as the Camarilla Nosferatu's system, but it does serve a vital role in the Sabbat.

Gaining Clan Prestige: The only true way to gain Prestige is to discover information of outstanding value to the Sabbat. The Nosferatu *antitribu* respect their elders more than most Sabbat clans, but not as much as their Camarilla kin do.

Quote:" You think I'm real pretty, don't ya? Well that's okay, looks ain't everything. When it comes down to it, it matters who you know and what you know, not how much you like to look at yourself in the mirror. You may be a pretty boy, but you still don't know shit!"

Stereotypes:

- Nosferatu — "They are our brothers and sisters, even more than the other Sabbat. They suffer the same problems we do and for that we respect them. Somehow we just ended up on opposite sides."
- Lasombra — "They are capable leaders and master manipulators, but they must be as crazy as the Malkavians if they think we can't see through their little game."
- Tzimisce — "I fear their evil. They accept their inhumanity and try to force us all to accept their twisted beliefs. It is better that the Lasombra control our sect."
- Assamite *Antitribu* — "It is great to have them on our side rather than that of the enemy. They pose no threat to us, but are the one protector we can always count on."
- Brujah *Antitribu* — "They do not bother us or insult us. For this, we respect them. They understand that we must convert the young rather than destroy them, and for this, they are our most favored allies."
- Gangrel *Antitribu* — "They are very honorable vampires. They are so wrapped up in self-interest, however, that they do little for or against us."
- Malkavian *Antitribu* — "They're not as bad to have around as most others think. They may be bizarre, but as long as you keep them locked down on the really bad nights they can be quite decent."
- Panders — "They are much like us. They show promise, and maybe one day they will find true equality."
- Ravnos *Antitribu* — "I can take 'em or leave 'em. They don't really bother me, but they don't seem all that useful either."
- Serpents of the Light — "Good-for-nothings. They're probably all in the Path of Evil Revelations."
- Toreador *Antitribu* — "I don't really know what to think of them, but they have never given me a specific reason not to trust them."
- Tremere *Antitribu* — "Our warlocks are loyal to us. I know that much just by what is said behind closed doors."
- Ventrue *Antitribu* — "They are easy enough to get along with. I don't know whom they are trying to impress."
- Black Hand — "The Black Hand is up to something. I don't know if some of our clan members are in on it or not."
- Camarilla — "It shares an ideology distinct from our own. It is not evil, but that does not make it right or us wrong."

Panders (Caitiff)

Nickname: Mutts

The Panders "clan" is fairly new by vampire standards. It may be a mixture of several clans' blood, but its members are Sabbat through and through. Although Caitiff, the Sabbat accepts them as equals and provides them with the same opportunities for freedom and survival. At least, that is what they would like the Panders to believe.

The Panders came into being during the 1950s, as a result of the last Sabbat Civil War. A Caitiff by the name of Joseph Pander decided to gather all the clanless Sabbat under one banner — his own. The Caitiff took the name Panders and consider themselves a legitimate clan worthy of equal rights and recognition. The other clans acknowledged the Panders, but not without great controversy and a fair amount of bloodshed.

The Panders is still represented by Joseph Pander, who has attained the position of priscus. The clan is actually one of the most avid defenders of the Sabbat. Its fervency and diversity allow it to play an important role in the sect. Over the years, it has gained respect and is now considered equal to other clans. Yet the Panders is not a clan in name only, for it also has rituals of its own. Seeing that the Sabbat rituals bind the members of the clans together, its members created their own rituals to unify them.

The Panders have become more and more interested in leadership within the Sabbat. Indeed, the Lasombra consider the Caitiff a threat to sect security. The Panders are the rebels of a rebellious sect. They take every chance to shake up the status quo and make the Sabbat stronger and more chaotic. They see themselves at the forefront of Sabbat efforts to retake Camarilla-held cities. The Panders have shown themselves to be as vile as Lasombra, as cunning as Gangrel, and more rebellious than the Brujah.

The clan, as a whole, is a major supporter of the Sabbat Loyalist movement. It resists the increasing use of Panders as expendables. Most Sabbat believe the clan members are doing it only to save their own necks. However, because of the Panders' short unlife expectancy, none but the Lasombra have taken any action against them, and the Ventrue *antitribu* have even supported the clan's efforts. In fact, the clan has risen in number and power mainly because Panders will take almost any risk to gain what they believe is respect among others of the Sabbat.

Appearance: Panders vary greatly in appearance. Some young ones dress wildly, while others stay in touch with mortal trends. However, most Panders of a single pack dress in similar style to demonstrate their clan ties.

Haven: Panders prefer to stay in the pack's communal haven to keep up with the action. Few young Panders maintain private havens, but older members of the clan do.

Background: Most Panders prefer to choose recruits who led terrible lives as mortals. They consider the gift of their blood a chance for a new and happy life.

Character Creation: Panders represent a melting pot of peoples. There is no way to classify the variety to be found in their clan. They share no preferred concepts, Natures, Demeanors, Attributes, Abilities or Background Traits.

Clan Disciplines: None. Treat the same as other Caitiff.

Weaknesses: Panders have no specific weaknesses, but they find it difficult to rise in the Sabbat and often handle the most dangerous missions.

Preferred Paths: Many prefer the Path of Cathari or the Path of Honorable Accord. A few follow the Path of Harmony or the Path of Caine.

Organization: The clan holds the Convergence, a grand meeting open to all Panders, once every three years. During the Convergence, the members choose the location of the next Convergence, so it is seldom held twice in a row in the same city. The Convergence is used to unite all the Panders present in body as well as in spirit. The meeting lasts for one week, during which time they handle all clan affairs and make alliances to help them achieve power in the sect. Most importantly, the week is a celebration. The clan holds many elaborate Blood Feasts and Fire Rituals.

Gaining Clan Prestige: A Pander gains Prestige within his clan whenever he increases the unity of the clan, aids fellow clan members for the betterment of the Sabbat or the clan, or increases the respect others have for Panders.

Quote: "They still talk about us behind our backs, but at least they are afraid to do it in the open. We grow in power each day, and soon we will make the Sabbat what it should be."

Stereotypes:

- Non-Sabbat Caitiff — "They are nothing to us. They do not see the importance of unity and equality. They accept their inferior position with cheer."
- Lasombra — "They are weak. Their influence took many centuries to build. While they destroyed their elders, they did not do it alone. We shall show them the true meaning of strength."
- Tzimisce — "They are hiding something. Even if they weren't, their lack of respect toward us is enough reason for us to hate them."
- Assamite *Antitribu* — "They are worse than the Tzimisce, but at least they can be trusted. I know they would like to see our clan disbanded."
- Brujah *Antitribu* — "They are much like us. Their only problem is their lack of clan solidarity."
- Gangrel *Antitribu* — "They are easy to get along with, even if they aren't the easiest vampires to get to know."
- Malkavian *Antitribu* — "They are too strange. I try to avoid being around them as much as I can."
- Nosferatu *Antitribu* — "There is something almost noble about them."
- Ravnos *Antitribu* — "They are some of the most interesting vampires you will ever meet. They are marvelous allies and entertaining friends."
- Serpents of the Light — "Their 'evil' is acceptable. They may be useful allies for my clan."
- Toreador *Antitribu* — "They aren't too bad, if you can get past all that 'life is art' crap. They are loyal to the Sabbat and do not stand in our way."
- Tremere *Antitribu* — "They are in a similar situation to our own. They are used by the Lasombra. They could make wonderful allies."
- Ventrue *Antitribu* — "They may be the 'blue blood' clan, but they are just like us."
- Black Hand — "The Hand should be permanently disbanded. It can do nothing that we cannot do ourselves. It is the political tool of the Assamites and Lasombra."
- Camarilla —"They make good bad guys to fight. The sect is too stupid to see the truth, but who am I to convince it otherwise?"

Ravnos *Antitribu*

Nickname: Rogues

The Ravnos of the Sabbat are very different from their brethren outside the sect. The Ravnos *antitribu* are still pranksters and thieves, but they have devoted themselves to the cause of the Sabbat. They are the only known organization of Ravnos in the world. Together, they are very dangerous, so dangerous that even the Lasombra put up with their ways.

The Ravnos never formed a unified clan. For all the centuries of their existence, they have been the Gypsies of the vampire world, traveling in small groups, but never gathering as a clan. The Ravnos who joined the Sabbat were among the Gypsies persecuted by the Inquisition. For the first time in their long existence, clan members found themselves joining together for their own safety.

It was near the city of Aachen that the Ravnos first encountered anarch Brujah. The Brujah offered the Ravnos safety at no cost, but the Ravnos were not fools. They agreed to accept the hospitality; of course, at the appropriate opportunity, they planned to rob the anarchs and make for the hills. The time came, but only half the Ravnos left. The other Ravnos, now less than 15 in number, had become caught up

in the anarchs' cause. After all, the anarchs had provided the Ravnos with safety from the Church on several occasions and the Ravnos decided to repay their debt.

After the peace treaty was signed with the Camarilla, many Ravnos gave up the cause. Only a few remained with the Sabbat. The ones who stayed had developed a love for adventure that could only be satiated through battle. The Ravnos did as they were asked and changed their name to the Ravnos *antitribu*, the anti-clan to the Ravnos. This upset many Sabbat Ravnos, because their clan had not joined the Camarilla. They felt they had been pressured into choosing their sect over their clan.

At first, the clan was small in number and subject to the will of the Lasombra and Tzimisce, as were all the smaller clans. By increasing their numbers, they eliminated the chance of others turning against them or forcing them to do things their way. The Ravnos *antitribu* have remained in many ways the most benign clan of the Sabbat for centuries. The clan still enjoys membership in the sect, but tries to do as little for it as possible. The Sabbat Ravnos think they have more freedom than they would have on their own. Additionally, the Sabbat would probably hunt them down if they defected and independent Ravnos would make no move to prevent this.

The Ravnos *antitribu* should be considered the same as other Ravnos in most respects. One major difference is that their honor extends to all Sabbat, but not to Ravnos outside the sect. They are still very individualistic, but they have learned to accept unlife as part of a pack.

Appearance: Most Ravnos *antitribu* are *gorgios*, although there are still a few of Gypsy descent. The Sabbat Ravnos do not dress in any single way, but almost all are very attractive. They love gold jewelry and many wear brooches with the Sabbat symbol.

Haven: Most Ravnos *antitribu* join nomadic packs. The Gypsy wanderlust is strong in them. If a Ravnos *antitribu* is a member of a coven, she will probably live in an old mansion with one or two other Sabbat Ravnos from her own or another pack.

Background: Sabbat Ravnos typically choose those who remind them of loved ones they had in life. In times of peace, they may choose mortal descendants. Most Ravnos *antitribu* are Embraced before the age of 40.

Character Creation: Most Sabbat Ravnos have drifter or outsider concepts. Their Natures are usually very vivacious — Bon Vivant, Jester or Gallant — though this is not the case for all of them. Their Demeanors are usually similar to but never the same as their Natures. Social Attributes are primary, as are Talents. Background Traits usually include Allies, Contacts or Herd.

Clan Disciplines: Animalism, Chimerstry, Fortitude

Weaknesses: The Sabbat Ravnos are known for their trickery just like all Ravnos. Each has a specific area of thievery and deception she is especially interested in, and will practice it every chance she gets. In fact, she must make an Instincts roll (difficulty 6) not to perform it when given the chance.

The player should decide what type of "crime" attracts the character when first created. Some common ones include con games, thievery, gambling, cheating and extortion, though players and Storytellers should feel free to come up with new ones.

Preferred Paths: Most Ravnos *antitribu* follow the Path of Harmony, but some have been known to follow other Paths.

Organization: The Ravnos *antitribu* hold a special gathering once every decade. The gathering is known as the Carnival and it is held for two weeks during the spring. During this Carnival, there are great secret ceremonies and a number of Blood Feasts. It is at this Carnival that all clan members created in the last 10 years are recognized and accepted as recognized members of the clan. The Carnival also serves as an opportunity for rumormongering and boasting.

Gaining Clan Prestige: The Sabbat Ravnos gain Prestige in the same way as all other Ravnos. This includes acquiring material possessions that provide interesting stories to tell of the Ravnos' adeptness at thievery or cunning.

Quote: "I am the joker and the thief. I am all that is good and pure in the Sabbat. You have your typical Sabbat, who is both fanatical and inhuman, and then you have us. Tell me who you think is living in total freedom."

Stereotypes:

- Ravnos —"They would destroy us because we are not part of the *Romany Rye*(the Gypsies) of the vampire world. That is not our problem. They are a ridiculous clan."
- Lasombra — "What shifty little snakes we have come to serve. They respect nothing and command respect from everything under the moon."
- Tzimisce — "Those guys are *real* vampires. I mean the rip-your-throat-out-and-eat-your-guts kind of monsters. But hey, that doesn't make 'em all that bad to party with."
- Assamite *Antitribu* — "The big bad boogie men. You may not hear them comin', but you can see their inflated egos from a mile away."
- Brujah *Antitribu* — "My kinda guys. They know how to have a good time without always having to kill people. They raise a lotta hell in a very respectable way."
- Gangrel *Antitribu* — "Their clan's ancestry is lost to them, as is ours. We get along well because they understand there is purpose to our ways."
- Malkavian *Antitribu* — "Be careful when the nut boys are on the loose. It would be nice if they would just leave."
- Nosferatu *Antitribu* — "Truly remarkable how they live with themselves. I'm not so sure vampirism is a gift for them."

- Panders — "A lean, mean, politically incorrect collection of rabble. I like 'em."
- Serpents of the Light — "They are not as evil as they may seem. The have deep sympathies for the Sabbat. They would make nice leaders."
- Toreador *Antitribu* — "I survive being around them. That must count for something."
- Ventrue *Antitribu* — "Rebels without a clue. They talk the talk but, you know."
- Black Hand — "It makes the Nazis look like choir boys. Toughest bunch of mindless fanatics you can find anywhere."
- Camarilla — "If its members could understand our position, most of them would follow our cause. Until then, they are mindless dupes who should be destroyed."

Serpents of the Light

Nickname: Cobras

Only an extremely small number of Sabbat were originally Followers of Set. The first Setites to be converted to the Sabbat were originally from Haiti, where the sect began to involve itself in the 1960s. Within a few years, the Sabbat acquired the aid of a voodoo cult that had become disillusioned with its vampiric worship. Setites had Embraced members of this cult before the Sabbat came to the island. They did not remain loyal to Set, much to the Setites' surprise. If the Sabbat had not become involved, the cult would have easily been crushed.

The Setites who remained with the cult came into bloody conflict with the Sabbat, but the Sabbat quickly realized that the cult could be of some use in establishing a foothold in Haiti and the Dominican Republic. The renegade Setites and their human followers were accepted by the Sabbat and eventually the cult became a source of new recruits on the native soil.

Over the years, a number of the ex-Setites proved their loyalty to the sect and were accepted as True Sabbat. Many of these vampires were accepted by nomadic packs involved in the invasion of the West Indies. As many of the nomadic packs retreated to the United States, so did the Setites of the Sabbat. Now the Setites have grown in number. The have chosen to call themselves the Serpents of the Light since they are no longer Followers of Set. Other Setites hate these traitors fiercely.

The Serpents of the Light have proven especially gifted in espionage and sabotage. Some Serpents of the Light have even become members of the Black Hand. The members of this clan seem to enjoy the constant Jyhad the Sabbat wages. However, these Sabbat remain loyal to the humans of the voodoo cult they once followed. Even today, the Serpents of

the Light in the United States and the West Indies are expected to serve the cult if it asks for their assistance, whether the Sabbat approves or not.

Since the Serpents of the Light are the newest and one of the smallest Sabbat clans, it remains to be seen what position they will take in the leadership of the sect. One drawback to the clan is that it is not highly trusted. Many of them have been accused of following the Path of Evil Revelations, but no real proof has surfaced to substantiate this claim.

Appearance: The Serpents of the Light are known to wear any type of clothing other than that worn by Followers of Set. Clan members will not wear any Egyptian-style clothing, nor do they ritually disfigure themselves. However, they are known to favor dark colors, especially black.

Haven: The members of this clan prefer very dark places to sleep. They stay with their pack when they can, but due to their intolerance of any type of bright light, they often maintain their own private havens in the recesses of the earth. Many are known to decorate their havens in exotic ways, for they are lovers of the unusual.

Background: The Serpents of the Light always choose highly intelligent individuals to become members of their clan. They make no distinction among race or nationality, though many of the chosen are Haitian. The Serpents of the Light are currently siring a large number of new vampires, as they wish to see their clan grow in size and strength.

Character Creation: Most Serpents of the Light have outsider, criminal, dilettante or politician concepts. Many have Visionary, Deviant or Conniver Natures. They may have any Demeanor. Mental Attributes are primary among them, as are Talents. They share no common Background Traits.

Clan Disciplines: Obfuscate, Presence, Serpentis (Also, Thaumaturgy comes easily to many of them due to their past involvement as ongans.)

Weaknesses: The Serpents of the Light share the same weakness as the Followers of Set and are extremely susceptible to light. They take double damage from sunlight. All difficulties are at +1 when they are within a bright light.

Preferred Paths: The members of this clan prefer the Path of Caine, Path of Cathari, or the Path of Death and the Soul. A few follow the Path of Honorable Accord.

Organization: The Serpents of the Light hold no regular gatherings, though members meet on an irregular and informal basis. There is a certain degree of organization despite this fact. The members of this clan stay informed about its activities as well as those of individual clan members.

Gaining Clan Prestige: A member of this clan can gain Prestige whenever she increases the respectability of the clan within the eyes of the sect and whenever she thwarts the Followers of Set. The latter is of special distinction, since the Sabbat hates Setites.

Quote: "I see a time when the Camarilla and the Followers of Set will lie at the feet of the Sabbat. My clan shall be distinguished by its efforts and its role in leading the Sabbat to victory. You shall see."

Stereotypes:

- Followers of Set — "Sand-snakes are the scum of the earth. They must be destroyed before they destroy us. They are the strongest force for evil within the vampire world, surpassing even the Camarilla."
- Lasombra — "They are adequate leaders. They seem to trust us and in return we will honor them and serve them loyally."
- Tzimisce —"They are much like us. They appreciate the gift we possess and understand what we were meant to be."
- Assamite *Antitribu* — "They are cold-blooded killers. I like them."
- Brujah *Antitribu* — "Their inability to organize shows them to be less of a clan than the Caitiff. They make good followers, but it surprises me to know they once led the sect."
- Gangrel *Antitribu* — "They lack interest in all important aspects of the sect. They will forever be outsiders within their own sect."
- Malkavian *Antitribu* — "They are fiendishly insane. There is no hope for this clan."
- Nosferatu *Antitribu* — "They can be useful."
- Panders — "There are no Caitiff to me. They are just the same as the rest of us — undead."
- Ravnos *Antitribu* — "Even though they are fools, there is much about them that makes them among the most sane and effective of Sabbat."
- Toreador *Antitribu* — "I accept their twisted views on the arts, for it is their way. They do nothing for or against the sect."
- Ventrue *Antitribu* — "They could be a powerful clan if they chose. They are highly adept at all aspects of unlife, including violence, intrigue, survival and celebration — the good things."
- Black Hand — "The Black Hand is a political tool, nothing more."
- Camarilla — "Evil can be found in the strangest of places. Search deep and it can be found among us all. The Camarilla represents our deaths. We must stop it."

Toreador *Antitribu*

Nickname: Perverts

The Toreador *antitribu* are a strange group. In some ways, they are like the Toreador of the Camarilla, but they do not explore art in a human way. Their search for humanity leads them further into the realms of the damned. To the Toreador *antitribu*, human suffering, cruelty and perversion are as beautiful as anything good in nature. This clan's members are connoisseurs of the total human experience.

Toreador *antitribu* are as interested in torture as they are in poetry. They can be just as cruel as the Tzimisces, but they can also be as loving as the other Toreador. This clan's members see themselves as true artists, however, and other Toreador as pretenders.

The Toreador who joined the anarch movement were rebels scoffing at their elders' charade of humanity. They saw the anarch movement as an opportunity to explore art in their own depraved ways. The anarchs accepted them and, even after the Convention of Thorns, many remained loyal to the newly formed Sabbat. Their fate would have been destruction or, worse, being cast out of Kindred society. The Sabbat was weary of the Toreador *antitribu's* penchant for torture, but offered the clan complete freedom in their art since they were needed for the war and were just as chaotic as all the other Sabbat.

Appearance: Most Toreador *antitribu* can be noted for their extreme beauty or ugliness. Most dress in the latest fashions and live very flamboyantly.

Haven: Most Toreador *antitribu* love to live in the midst of humans, keeping apartments or lofts in cities. They stay with their pack in their communal haven only when necessary. However, nomadic Toreador almost always stay with their pack.

Background: The Toreador *antitribu* select artists, musicians and performers just like their counterparts in the Camarilla. They prefer individuals whose works show understanding of both the good and bad aspects of humanity. In addition, they often choose those who have suffered tragic lives, including AIDS victims and the handicapped. The Toreador *antitribu* believe only those who have truly suffered can understand human pain.

Character Creation: Sabbat Toreador usually have entertainer or dilettante concepts, though some are professionals such as doctors, scientists and morticians. They have flamboyant Demeanors and unique Natures. Social or Mental Attributes are primary, as are Skills. Normal Background Traits include Fame, Resources and Retainers.

Clan Disciplines: Auspex, Celerity, Presence

Weaknesses: The Toreador *antitribu* share the same fascination with beauty as do their Camarilla counterparts, but they also extend it to suffering. They can remain transfixed for minutes, and sometimes hours, if they do not succeed in a Willpower roll. Toreador *antitribu*, just like the Toreador, sometimes fall in love with mortals of great beauty. Some bizarre vampires are even attracted to the most ugly of mortals.

Preferred Paths: Most Toreador *antitribu* are followers of the Path of Cathari or the Path of Death and the Soul. A few are known to follow the Path of Honorable Accord or the Path of Harmony.

Organization: The Sabbat Toreador has its own division between Artistes and Poseurs. The clan has social functions like the Toreador, but less often. Most Toreador *antitribu* prefer to associate with mortals rather than those of their own clan. Most Toreador *antitribu* see themselves as individuals first, pack members second and clan members third. The Sabbat Toreador's most important social function, called the Ball, is held on the winter solstice every year.

Gaining Clan Prestige: Clan Prestige is gained in the same manner as the Toreador — through artistic achievement, patronage and parties. More importantly, the Artistes are scientists as well as artists, constantly analyzing the human experience. All successful experiments are espoused in their art, and success gains them Prestige. The Poseurs gain their prestige mainly from patronage.

Quote: "I cannot speak for all of my clan, but to me the answers to all life's riddles lie within humanity itself. I am an artist only in that I bring to view what all of us already know deep inside."

Stereotypes:

- Toreador — "They are pretenders, not artists. Their pathetic masquerading as humans makes them the lowest form of the vampire species. Maybe one day they will awaken to what the world is and what they really are."
- Lasombra — "Capable leaders. They lead us into uncharted waters, for no vampires have explored what it really means to be the most highly evolved beings on earth."
- Tzimisce — "Enlightened creatures. Their study and understanding of the arts should be taken as an example by all. They have come to terms with their nature, while many other Sabbat still have not.
- Assamite *Antitribu* — "Useful beasts. All nations, even vampiric ones, need an army."
- Brujah *Antitribu* — "Stupid rascals. They spend all their time in play or insignificant plans of heroism. They should learn that all vampires are not worth saving."
- Gangrel *Antitribu* — "Very close-minded individuals. They have remained unchanged over the centuries."
- Malkavian *Antitribu* — "Their chaotic nature is both beautiful and dreadful. They should be watched carefully."
- Nosferatu *Antitribu* — "Fascinating. They are the most human of us all."
- Panders — "Trash. They should be treated as the mongrels they are."
- Ravnos *Antitribu* — "They are delightful to watch. Who knows what they are thinking? They are possibly the most complex of us all."
- Serpents of the Light — "They do not appreciate the beauty of undeath, but they appreciate the power of it."
- Tremere *Antitribu* — "They serve the Sabbat well, but can they be trusted?"
- Ventrue *Antitribu* — "Very much like their Camarilla relatives, despite their claims."
- Black Hand — "A weapon to be used as carefully as a surgeon's scalpel."
- Camarilla — "They are far too human to be saved from destruction. Their end would ensure our survival."

Tremere *Antitribu*

Nickname: Spellbinders

The Tremere *antitribu* grew from a small group of Tremere that managed to break their clan ties for the freedom of the Sabbat in the 1700s. During this period, revolution shook the colonies, and vampires of the New World were in the middle of the action. The Camarilla's power slipped during this period and the defecting Tremere believed their sect would fall before the Sabbat. For their own safety, these Tremere turned traitor and defected to the Sabbat. They provided clan secrets and Thaumaturgic knowledge to the Sabbat.

The Camarilla Tremere made every effort to hunt down these traitors, but many managed to find safety in the Sabbat despite Tzimisce opposition. The Tremere has since developed a curse on these rogue Tremere that allows them to be instantly recognized as traitors. The curse takes the form of a special symbol appearing upon the forehead of the Tremere *antitribu*; only the Camarilla Tremere can see this mark.

The Tremere *antitribu* is the smallest clan within the Sabbat. Since the Camarilla Tremere are such bitter foes of the Sabbat, the Tremere *antitribu* is the clan with the most to prove. However, the Sabbat leaders recognize the importance of having wizards on their side. The Tremere *antitribu* are given a status unlike the members of other clans. They are respected and trusted, but they are resigned to achieving only the lower positions of leadership.

The Sabbat Tremere recognize the prejudice and accept it. However, they are in no way inferior to other members. While they are barred from leadership roles, they are often key forces behind the scenes, much like their Camarilla counterparts. However, the Tremere *antitribu* loathe the Tremere and often manipulate other Sabbat in their fight against these despised siblings.

The clan values Thaumaturgic development at least as much as the Tremere but, while much of their magic is unique, they are more limited in diversity than the Tremere. Tremere *antitribu* are much more likely to share their magical studies with each other for the good of their clan and the Sabbat as a whole, but the price they charge is for their own benefit. If a Tremere is captured by a Sabbat Tremere, the Camarilla vampire may be set free in exchange for secrets of the Thaumaturgic arts.

The Sabbat Tremere often serve as agents and viziers to Sabbat leaders, since the clan possesses a certain amount of knowledge concerning its counterparts. In most siege efforts, the Tremere *antitribu* are used to dealing with the Camarilla warlocks.

There are no wandering members of the Tremere *antitribu*. All the vampires of this clan are members of founded covens. Their unlives are often filled with magical study, leaving little time for hell-raising.

Appearance: Most Tremere *antitribu* dress in the manner they did in life. The majority are not nearly as neat or conservative as the Camarilla Tremere. Long hair is especially noticeable among clan members.

Haven: Like the Tremere, they have chantries of sorts. Within the larger Sabbat temples, a separate section is set aside for the Tremere *antitribu* to use for research. Each clan member has his own private sanctuary. Only the Tremere *antitribu* of New York are known to have their own chantry in a separate building.

Background: The clan never creates new vampires in times of Jyhad. In times of peace, its members look for individuals with more eagerness to learn and native intelligence than drive or ambition, but they do not rule out these traits. The Sabbat Tremere put their fledglings through an apprenticeship similar to the Tremere.

Character Creation: For the Sabbat Tremere, dilettantes, reporters and professionals are among the most commonly chosen. Most are Deviants or Visionaries with "normal" Demeanors. Mental Attributes are primary, as are Knowledge Abilities. No particular Background Traits are prevalent.

Clan Disciplines: Auspex, Dominate, Thaumaturgy

Weaknesses: The Sabbat Tremere's drawback comes from a special Tremere curse. They will always be immediately recognizable as Tremere *antitribu* to non-Sabbat Tremere and many other practitioners of magic. This gives the Tremere a special advantage in their efforts against their hated Sabbat brothers and sisters. In all cases, the Tremere have been ordered by their superiors to either capture or destroy all of this rogue breed.

Another disadvantage of the Tremere *antitribu* is their inability to ever gain open leadership within the Sabbat. Those caught manipulating other sect members for personal reasons are usually put to the stake.

Preferred Paths: Most follow the Path of Honorable Accord. Some follow the Path of Death and the Soul or the Path of Caine. Rumor has it that these Sabbat are leading practitioners in the Path of Evil Revelations.

Organizations: The Tremere *antitribu* places more importance on clan loyalty than any of the other Sabbat clans. It holds meetings called synods once every seven years. Authority within the clan is very structured. All members are expected to respect clan leaders. Leadership is claimed by both ambition and magical skill.

Gaining Clan Prestige: One sure way to gain Prestige is to create new rituals. Some of the more adventurous even pursue new paths of Thaumaturgy. Clan Prestige can also be gained through manipulation of the Sabbat for the benefit of the clan or by thwarting the plans of Camarilla Tremere.

Quote: "We are very happy to serve the Sabbat, for it is our life and our blood. Nothing could distract us from our duty to the sect. We are extremely satisfied with our place in the Sabbat and want for nothing. Now, could you do me a little favor?"

Stereotypes:

- Tremere — "They are our brothers and sisters, but they serve the Antediluvians and therefore must be destroyed."
- Lasombra — "They are excellent leaders. While many of the other clans complain, I doubt any could do a better job."
- Tzimisce — "They learn very quickly. For that reason, we must be careful what we teach them."
- Assamite *Antitribu* — "They are the greatest warriors of all the clans. Without our two clans, I do not believe the Sabbat could survive."
- Brujah *Antitribu* — "They are good Sabbat, always in the front of any battle. For that we thank them."
- Gangrel *Antitribu* — "They may be too self-absorbed, but they serve the Sabbat well in bringing us items of power we could not get ourselves."
- Malkavian *Antitribu* — "Crazy vampires fit right in with the rest of us."
- Nosferatu *Antitribu* — "I do not like how closely they deal with the Camarilla. Still, they come across some useful information."
- Panders — "At first I opposed their creation, but they show as much solidarity and honor as any Sabbat. They have served us well."
- Ravnos *Antitribu* — "They have been helpful, but I would not let one in my laboratory."
- Serpents of the Light — "These good, true Sabbat may one day be our leaders. Thankfully, we have always been close. "
- Toreador *Antitribu* — "They are artists. We should not expect them to be our warriors and leaders too. They serve the Sabbat in the best way they know how."
- Ventrue *Antitribu* — "They serve the Sabbat well, but should be watched. Who knows when they may become like their kin in the Camarilla?"
- Black Hand — "It is the sword of Caine and it shall smite all deceivers."
- Camarilla — "If all the young vampires of the Camarilla must be destroyed to stop the Antediluvians' plans, then so be it."

Ventrue *Antitribu*

Nickname: Geeks

During its foundation, the Sabbat attracted what few rebellious Ventrue existed. They disliked the way young vampires were treated as expendables, and thus sought out the anarchs for protection. In the beginning, they were the least respected of all the anarch clans since their elders led the enemy. Nonetheless, the anarch Ventrue had to put up with this disrespect because they could not return to their elders. They fought against the Camarilla for a long time, and came to play a vital part in much of the movement's success. However, the Convention of Thorns brought about a change in their role.

When the Brujah leaders signed the peace agreement, many anarchs followed. Only a few Ventrue stayed with the remaining anarchs. These Ventrue did so only because they knew their personal crimes against their elders would not be forgiven. Remaining with the Sabbat was their only chance for survival.

The Ventrue tried to take the lead in directing the remaining anarchs, but their number was few and the Lasombra took control. The Ventrue accepted the creation of the Sabbat under the direction of the Lasombra, and changed their clan name to the Ventrue *antitribu*. They did successfully push the Sabbat to move north into a region of relative safety. Many took this as an act of cowardice, but if the Sabbat had not done so, it probably would not have survived.

Since that time, the Ventrue *antitribu* have not gained much respect from the other Sabbat, despite their loyalty to the sect. The Ventrue *antitribu* do little to improve the situation, preferring their own independence. They feel they would have to give up some of the freedom the Sabbat stands for and lick the boots of the Lasombra and Tzimisce if they wanted more respect as a clan. It may seem odd that they would have to become subservient to gain respect, but the disrespect they receive is as much due to their independence as it is to their history.

The Ventrue *antitribu* try hard to be different from everybody else, especially the Camarilla Ventrue. They are a very independent clan within the Sabbat, but they make their loyalty to the sect well known. They believe clan unity is just as important as their sect unity. However, the Ventrue appear much like the Brujah *antitribu*, and openly associate with them.

The Ventrue *antitribu* believe its members have a responsibility to achieve their maximum potential as individuals as well as a clan. Therefore, most Ventrue *antitribu*, despite their appearance, are among the most educated and skilled of all Sabbat. They do not equal the Tzimisce in their drive for knowledge, but they do rely on brains over brawn as often as

possible. Accompanying this emphasis on personal ability is the fact that most Ventrue *antitribu* try to accumulate vast amounts of wealth. They often use this for the benefit of the sect as well as personal interests.

The Ventrue *antitribu* try to project their independence. They claim to have no interest in leading others and, at the same time, they claim to follow no one. They do accept the Lasombra leadership of the Sabbat, but disagree with them at the drop of a hat. This has led the Ventrue *antitribu* down the wrong path before; indeed, they instigated the civil war of 100 years ago. The Ventrue *antitribu* are behind the new Sabbat loyalist movement that worries the Sabbat leaders of today.

The Ventrue *Antitribu* maintain personal control over some mortal financial institutions, but they seldom use this influence in any significant way other than to increase their own wealth.

Appearance: Most of the Ventrue in the Sabbat keep up with modern fashions. They place great importance on appearance and dress to fit whatever image they wish to portray, usually preferring that of rebels. However, most do not dress as outlandishly as the Brujah *antitribu*.

Haven: Most Ventrue *antitribu* are members of covens, staying in (and often paying for) their pack's communal haven. This is more than likely part of a Sabbat temple. Ventrue *antitribu* of the nomadic packs usually stay with their packs as well.

Background: The Ventrue of the Sabbat are not picky about whom they choose as recruits. As long as a person appears to be somewhat intelligent, tough and independent, they will accept that person. They usually pick their recruits right off the Rack. They know this would greatly upset their Camarilla elders, which is even more reason to do so.

Character Creation: Most Ventrue *antitribu* have Working Joe, drifter, kid or punk concepts. Mental Attributes are primary, as are Skills. They can have any Nature but their Demeanor is usually of an independent orientation. Background Traits often include Herd, Influence, and Resources.

Clan Disciplines: Auspex, Dominate, Fortitude

Weaknesses: They have the same weakness as all Ventrue: their taste for blood is very exclusive and they will only drink a certain specific type. Under no circumstances will they drink from anyone else.

Preferred Paths: Most Ventrue *antitribu* follow the Path of Honorable Accord, though a small number follow the Path of Cathari.

Organization: The Ventrue *antitribu* hold what they call the Vestry approximately every 10 years. At the meeting, they discuss their various views on Sabbat activities and look at ways to improve clan power. The Vestry is also used to plan activities to be carried out by the Ventrue *antitribu* alone, for the good of the sect. The Vestry is very formal; the Ventrue *antitribu* dress very conservatively for the meeting.

Clan members also meet occasionally on a local level, sharing in the Vaulderie and making plans for clan business.

Gaining Clan Prestige: It is not difficult to gain Prestige among the Ventrue *antitribu*. Any act of personal gain is seen as a gain for the clan. They respect any demonstration of wisdom and independence. A clan member may also gain Prestige through some sort of unique and valuable training. The most effective and notorious way to gain Prestige is to wreck the plans of the Lasombra without losing any credibility as a loyal Sabbat. This should only be done when the Ventrue *antitribu* can come up with a better plan than that of the Lasombra.

Quote: "We are the heart of the Sabbat movement. Total anarchy is the key to our survival. Some think us foolish, but our existence is a symbol for what being Sabbat means. Our loyalty is unquestionable."

Stereotypes:

- Ventrue — "They are old-fashioned and dull-witted. Their failure to accept change is proof of their weakness as leaders. They are traitors to all our brothers and sisters."
- Lasombra — "They are as corrupt as leaders can be. It is true they are effective, but at great cost to our real freedom."
- Tzimisce — "They are the real leaders."
- Assamite *Antitribu* — "Without this clan's support we would be crushed, but what is their first loyalty — sect or clan?"
- Brujah *Antitribu* — "Great companions. They know how to have a good time as much as we do, but they show little promise as effective allies."
- Gangrel *Antitribu* — "They are unfriendly, but loyal. They too share our view of loyalty to both clan and sect."
- Malkavian *Antitribu* — "They can be the best and worst of both allies and friends."
- Nosferatu *Antitribu* — "They are a devious bunch — too much like the Tremere. They must be watched."
- Panders — "Our Caitiff cannot be trusted. They serve the Sabbat only when it is to their own advantage."
- Ravnos *Antitribu* — "They are useless allies, but fun to have around."
- Serpents of the Light — "They are useful allies, but no fun to have around."
- Toreador *Antitribu* — "They are gifted with an understanding no other clan possesses. I am not so sure I would care to have that gift myself."
- Tremere *Antitribu* — "Our warlocks serve us well. They hate the Tremere almost as much as we do."
- Black Hand — "The Assamites have always ruled the Black Hand, but now that the number of non-Assamite members increase, will the Assamites attempt something drastic?"
- Camarilla — "Our former clan has led the lambs to slaughter. We shall gladly come to them as both shepherds and wolves."

Chapter Four: The Paths of Enlightenment

I'm a young man at odds with the Bible, but I don't pretend faith never works.

— Tin Machine, "Bus Stop"

Sabbat vampires do not consider themselves human, but they do possess their own morality and spirituality. The Sabbat went through a period of spiritual growth many centuries ago which saw the development of what the Sabbat call the Paths of Enlightenment. These Paths serve as ethical and spiritual guidelines to vampires wishing to understand and cope with their existence.

These Paths keep the Beast from completely ruling members of the Sabbat. Devotees of a given Path follow a rigid code of conduct and study the philosophy of their chosen Path. Paradoxically, strict adherence to the Paths allows members of the Sabbat to maintain their free will and keep the Beast at bay. While Sabbat enjoy succumbing to the Beast, even they dread the day it takes over completely.

There are seven unique Paths currently in practice. Many believe other Paths exist, but most Sabbat know little about them. The existence of the Paths listed here is common knowledge. The sect treats all the Paths as equal (except for the Path of Evil Revelations), and vampires in the same pack often follow different Paths. The Paths are the basis for the Virtues to which a Sabbat vampire clings, for each Path recognizes different traits that should be nurtured in order for a Sabbat to become a vampire in mind as well as in body.

A different vampire founded each Path, and they are open to all members of the Sabbat, though a Sabbat can only follow one Path at a time. Another sect member already on the Path teaches the vampire what she needs to know to begin following it. The indoctrination period may be played out over a period of time within the chronicle, but indoctrination commonly requires approximately one year of tutelage, after which the vampire will understand the Path well enough to continue studying it on her own. Each Path holds its own councils and rituals, and those not following the Path are not allowed to attend unless invited.

The sect currently follows these Paths: the Path of Caine, the Path of Cathari, the Path of Death and the Soul, the Path of Evil Revelations, the Path of Harmony, the Path of Honorable Accord, and the Path of Power and the Inner Voice.

While each Path may have similarities to other Paths, each is distinct. The moral codes may contain some of the same traits, but the importance is not on which moral traits are of value, but how much they are valued. While these may seem like only minor differences, keep in mind that many major religions are only slightly different from one another in their moral teachings. Each Path of Enlightenment is based

upon a distinct foundation, but they all represent methods by which the vampire can transcend mortal morality and spirituality.

Path Rolls

At the end of the entry for each Path of Enlightenment is a Hierarchy of Sins. This delineates the morals followers of that particular Path hold, and their relative importance. The Path roll is basically the same as a Humanity roll for another character. Whenever the character does something she would consider morally wrong, she must make a Path roll based upon her score in the Path. This should be handled in the same manner Humanity rolls are handled for other characters.

If a character ever loses all her points in the Path, the Beast takes over and the Storyteller runs the character. While other Sabbat will not know this at first, they will notice the character becoming less trustworthy and more prone to crazed actions. Few Sabbat with no points in their Path remain in existence for long, since they will likely betray their companions or otherwise violate Sabbat law.

Other Paths

As a player or a Storyteller, feel free to invent your own Paths. While these are the most common, others have been developed and fallen by the wayside. A character could be a member of one of these extinct Paths, or he could begin his own using the Paths that follow as a guide. Just make sure the Path is rigid enough to prevent a takeover by the Beast.

The Path of Caine

Except for the ones who came before the flood, we are the only members of our race to understand. If we want to survive the coming Gehenna, we must become like our father.

— Nora Clemones, Bishop of Quebec

Nickname: Noddists

Basic Beliefs: Noddists believe the key to inner peace is found only within oneself. Finding this wisdom requires the examination of one's desires and the practice of restraint. The Path of Caine is a journey walked alone. There are no established meetings or rituals for the Path, though others may be consulted about their insights. It has no leaders, but those who have reached an understanding of what they are earn the respect of others on the Path.

The vampires on this Path study their race's history and their founder. They search for missing pieces to the *Book of Nod* and accept the book as the truth. They seek to find Caine

and serve him as faithful childer. They are eschatologists as well, studying the concept and evidence of Gehenna as well as all aspects of the great cycle of vampire events.

Diablerie is practiced not for its inherent material power, but to become closer to Caine. The followers of this Path seek to eliminate the Antediluvians more fervently than any others within the sect.

The Path of Caine is not concerned with the salvation of the vampire. Instead, it seeks to strengthen the natural order of the universe created by God. Those on this Path believe that vampirism was established by God. Vampires are part of the natural order and it is not evil for them to act in the manner vampires should. To avoid this natural behavior is evil. Vampires should seek to sanctify their normal existence, not avoid it.

The Ethics of the Path

- Search for wisdom through the exercise of restraint. Never go to extremes in anything.
- Develop your willpower. Learn the meaning of inner strength.
- Learn as much as possible about vampiric history, especially that which concerns Caine.
- Pursue any chances to drink the blood of older generations and thereby grow closer to Caine.
- Meditate and spend time alone to better understand yourself.
- Respect those on this Path who have come closer to the truth than yourself.
- Recognize that you are of the race of Caine, and humans are the race of Abel. It is your right to take their lives at will. It is the curse placed upon Caine and all his children.
- Fight the Beast inside you. Master it. You are stronger. Never succumb to frenzy. It was this Beast which caused Caine to murder Abel. The Beast will force you to murder whether you want to or not.
- Live in peace among humanity's works whenever possible. Do not reveal your existence to the humans. You were not meant to live with them as a brother or sister.

History

The Path of Caine developed among the Assamites with the discovery of what is believed to be part of the original manuscript from the *Book of Nod*. The Noddists, as those on this Path are sometimes referred to, were the first to conclude that the Camarilla is a scheme of the Ancients. The Path of Caine was strong in the late 1500s through the 1700s, but slowly began to dwindle, as it was too rigorous for many. Today, the Path is respected but has only a small following.

Current Practices

Noddists do not participate in the Creation Rites except when forced by the Jyhad. Vampires on this Path value time alone in thought, though they are not necessarily loners by nature; they just prefer to spend time considering what it means to be a Cainite. Path members study the Book *of Nod* and preach from it. Most Path members take an active interest in the play presented at each year's *Palla Grande*, often taking the roles of characters in it. Noddists test themselves in personal trials, but take less interest in the more competitive rituals.

Description of Followers

Most followers of this Path are reserved. They are usually soft-spoken, but defend their ideals with passion. Noddists tend to be noncompetitive. They seek wisdom, studying philosophy, history and many other areas of knowledge. The Assamite *antitribu are, and always* have been, the greatest devotees of this Path.

Views About the Other Paths

- **Path of Cathari** — "The Cathari do not respect the gift we have been given. They waste their time pursuing the meaningless pleasures of the world."
- **Path of Death and the Soul** — "These Sabbat understand a great deal about our people, but they have fallen short of the truth."
- **Path of Evil Revelations** — "They are damned. They are the scourge of all Cainites and must be hunted down and destroyed."
- **Path of Harmony** — "They are basically good vampires, but they overemphasize our kinship with mortals."
- **Path of Honorable Accord** — "They are not the greatest of Sabbat thinkers, but they are the most loyal and trustworthy of us all."
- **Path of Power and the Inner Voice** — "They are too lost in self-contemplation and material desire to realize the truth."

Following the Path

The character should usually be quiet and reserved, spending a great deal of time alone. When violence is beneficial or necessary, the character should act quickly and with all necessary force. The character should accept killing as part of the curse of Caine. The character should be interested in diablerie and take every opportunity to drink an elder's blood. The character should participate in War Parties: not for the competition, but for the precious vitæ of the elder targeted. The character should study history and an-

Path of Caine Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Failing to pursue evidence concerning Caine when it could cost your unlife
9	Failing to spend at least three hours in meditation every night
8	Acting against the Sabbat
7	Being disrespectful to your elders; failing to pursue evidence of Caine if there is only moderate danger
6	Failing to participate in a War Party
5	Refusing to attempt to destroy Camarilla vampires; considering humans to be of any more value than food sources
4	Feeling sorry for killing a human; failing to pursue evidence concerning Caine if there is only minor danger involved
3	Not killing a mortal when there is need to do so
2	Relying on human allies or friends; failing to pursue evidence of Caine when there is no sign of danger
1	Drinking the blood of an animal when humans are available

cient languages. The character should always be interested in acquiring new information about Caine and should be willing to risk his existence for such.

Common Abilities: All Noddists are knowledgeable in at least some of the following areas: Archaeology, History (especially ancient history), Investigation, Kindred Lore, Linguistics (ancient languages in particular), Lore (any type), Occult, Research and Theology.

Preferred Disciplines: All "natural" Disciplines are viewed as acceptable. Thaumaturgy and Serpentis are not viewed as "natural" Disciplines and many Noddists dislike those who practice either one of these Disciplines.

Do's and Don'ts of Following the Path of Caine

The following comprise the basic tenets of the faith:

1. You must try to find vampires of earlier generations than yourself and drink their blood. You should try to find them among the Camarilla first, but any non-Sabbat elder will do.
2. You must participate in War Parties if they provide you with opportunities for diablerie.
3. You must study vampiric history and follow any leads that might provide you with missing pieces to the Book of Nod.
4. You must be willing to die the Final Death to prove the existence and find the whereabouts of Caine.
5. You must never have human allies or friends.
6. You must never drink animal vitæ when human vitæ is available.
7. You must spend at least some time alone in meditation each night.
8. You must always fight frenzy, and never ride the wave.
9. You must strive to strengthen your willpower.
10. You must never feel guilty about taking human life.

The Path of Cathari

We understand that our physical forms are evil but, to continue to exist, we must provide for the needs of our bodies. It is also possible for us to transcend the malevolence of the material world and exist in harmony with the pure light of the spiritual.

— Vladimir Rasputin, Sabbat poet and Dominion of the Black Hand

Nickname: Cathari or Albigensians

Basic Beliefs: The Path of Cathari is one of religious dualism. Similar to Manicheanism, the basic beliefs hold that there are two creators, a good and a bad. The good creator created the spiritual world. The bad creator was the progeny of the good and he created the material world. The Cathari (which means "the pure") believe the body to be evil, but the soul to be good. They accept the physical world, but consider all within to be evil.

Vampires were created by the evil god to test the strength of strong spirits and force them to succumb to the evil of the material world. The vampires who accepted this once-mortal religion have altered it to such a degree that it is almost unrecognizable from its original form. The Sabbat on this Path believe in the same principles the medieval Cathari believed, but they hold that they were predestined to become vampires, tied to the material world. The evil nature of their form only increases their belief in the innate evil of the material world.

The followers of this Path wholeheartedly accept evil as innate to their now-immortal existence, since they are denied the spiritual plane after death. To the Cathari, Earth is Hell, and they want to make the best of it. They have developed a religious morality based on the original Cathari beliefs about how to avoid the evil of the world. The Cathari seek out the evil against which their predecessors acted.

The Ethics of the Path

- Seek out material wealth. Make your immortal existence as pleasurable as possible.
- Create new vampires without hesitation. You are damning them, but immortal life really is not that bad.
- Avoid the Final Death at all costs. However, as our Cathari forefathers believed in reincarnation, so do we. Unfortunately, you will return as one of the living, not one of the undead.
- Succumb to temptation. You have nothing to fear from it. Let the Beast loose when it wants to come out and play.
- Do not trust anyone, because almost everyone is just as corrupt as you are. They just won't admit it.
- Drink freely from animals as well as humans.
- Do not hesitate to kill mortals. They will only return in a new life.
- Accept the evil of the world as a natural part of existence. There is no reason to stop it or avoid causing it as long as it serves your needs.

History

The Cathari beliefs were part of a medieval heresy. Mortals accepted the dualistic beliefs of the Persian prophet Mani, albeit in a different form. Pope Innocent III called the Albigensian Crusade against the followers of this religion in 1209. The crusade lasted for about 30 years and was partially responsible for the Inquisition. The Albigensian beliefs were transposed on vampiric beliefs during the Albigensian Crusade as followers of this religion became vampires. The Path of Cathari was one of the first vampiric Paths to come into existence. It was practiced, though not recognized as a Path, well before the creation of the Sabbat. The Path has changed a great deal since its conception but has managed to persevere throughout the centuries.

Current Practices

Followers of this Path do anything in the pursuit of pleasure. Cathari have no qualms about killing since they believe in reincarnation, and Final Death releases the soul from its entrapment in the evil body. However, they have no wish to die since their lives as vampires are much better than those of mortals.

The Cathari have two separate classes: the *perfecti*, who are considered the most holy (though they are far from it), and the *credentes*, who are the typical followers of this Path. The *perfecti* have Path ratings of seven or more. The most important ritual performed by the Cathari is the *consolamentum*. This ritual is conducted by two *perfecti* who absolve the vampire of all the sins she has committed, thus

allowing the vampire to die the Final Death without fear. The *consolamentum* is usually performed on a follower on this Path once every few years.

Description of Followers

The followers of the Path of Cathari are highly materialistic. They usually care little about spiritual matters. The Sabbat is important to them because it allows them to act in a totally hedonistic fashion without fear of retribution.

Views About the Other Paths

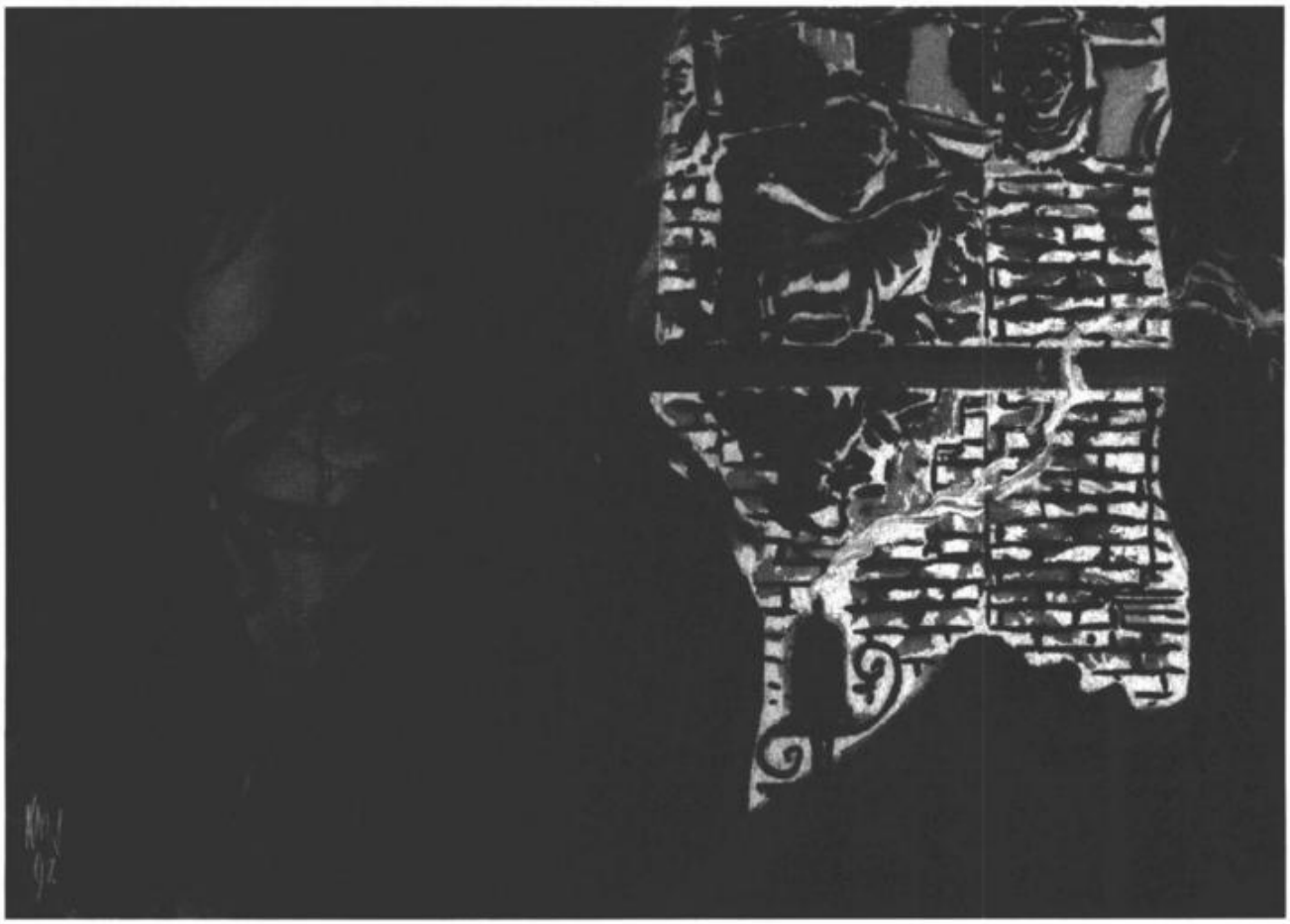
- **Path of Caine** — "They are lost in a romantic view of nature. Everything is not as black and white as they perceive."
- **Path of Death and the Soul** — "They are just too morbid. They have the right ideas, but they take them too far — and besides, they can be real prudes."
- **Path of Evil Revelations** — "They are the servants of darkness. We must seek them out and destroy them."
- **Path of Harmony** — "Their view of what we are and must do is a bit absurd. They limit themselves for no reason."
- **Path of Honorable Accord** — "They are noble vampires, but they lack any higher strength. They place their faith only in themselves."
- **Path of Power and the Inner Voice** — "They are much like us, but their silly games keep them too preoccupied for them to learn what freedom can really mean."

Following the Path

Characters on this Path of Enlightenment should be very materialistic. They place great importance on self-gratification. They have no qualms about siring new vampires and do so frequently. They enjoy their existence to the fullest and are unafraid to try anything at least once.

Common Abilities: Area Knowledge, Artistic Expression, Carousing, City Secrets, Dancing, Finance, Gambling, Game Playing, Masquerade, Music, Poetic Expression, Seduction, Singing.

Preferred Disciplines: Animalism, Domination and Presence



Path of Cathari Hierarchy of Sins	
Path Rating	Minimum Wrongdoing for Path Roll
10	Refusing to sire new vampires
9	Failing to pursue a new form of pleasure
8	Failing to ride the wave of a frenzy
7	Avoiding injury to others at the cost of your own pleasure
6	Refusing to murder humans when it would be in your best interest
5	Refusing to commit cruel acts that are in your best interest
4	Failing to brag about yourself if it is a good opportunity
3	Turning down a chance for material gain
2	Acting altruistically
1	Restraining yourself unnecessarily

Do's and Don'ts of Following the Path of Cathari

1. You will do anything to increase your temporal power. Wealth is important to you.
2. You pursue pleasure to the fullest.
3. You kill humans without remorse.
4. You flaunt your wealth.
5. You drink animal blood as well as human blood, though humans are much more delicious than animals.
6. Atrocity and savagery bother you very little or not at all. They are facts of life.
7. You do not fear Final Death, but you avoid it at all costs. Existence is better as a vampire than as a human, so you wish to stay a vampire as long as you can.
8. You are a total hedonist.You may well have an appropriate Archetype as your Demeanor and your Nature.
9. You have trouble tolerating ascetics.
10. You never maintain long-term romances with other vampires or kine.

The Path of Death and the Soul

We are spirits trapped in corpses. Death is only the beginning. You understand this the longer you've been dead.

— Murray Sutton, Sabbat Monsignor

Nickname: Necronomists

Basic Beliefs: The Path of Death and the Soul is a Path devoted to understanding what it means to be an immortal soul trapped in a physical body. The vampire is a ghost with a physical form. All powers and weaknesses stem from this link with the spirit world. It is important to learn as much about the spirit world as possible so one can comprehend the purpose of existence.

Earthly existence is a constant cycle of birth, death and rebirth. The soul is constant. The soul lives out life after life as it draws closer to God. The vampire is the break in the cycle. The soul of a vampire is forever locked in one form. Many on this Path believe their souls will be released into the cycle again once they suffer Final Death but, like mortals, they are not eager to find out. Vampires were set apart from the cycle of existence when Caine was cursed by God. All vampires now carry the burden of Caine for the length of their immortal lives. After Final Death, they are released from the curse to return as mortals once again.

The followers of this Path believe the soul to be located within the heart of the body. Blood serves both physical and spiritual functions. Since their own corpse-like bodies cannot produce blood, the blood of others is needed to revitalize the soul.

The Ethics of the Path

- Study death in its many forms.
- Do not fear Final Death. The soul is immortal.
- Learn as much about the occult as possible. The clues have always been present, but now is the time to piece together the puzzle.
- Explore the nature and purpose of all things.
- Accept the greater consciousness to which all belong.
- Search for meaning in the emotions and conscience of your once-mortal self.

History

This Path was the first of the Paths. Founded by a group of Tzimisces, the Path started as a death cult but was recognized as a legitimate school of thought during the Age of

Path of Death and the Soul Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Failing to kill for the sake of knowledge
9	Showing fear of Final Death
8	Acting in an emotional manner
7	Riding the wave during frenzy
6	Showing any sign of the animal or the human in you
5	Failing to study death when the opportunity affords itself
4	Showing no interest in death, or an aversion to it
3	Displaying overt compassion
2	Needlessly preventing a death
1	Allowing your emotion to override your logic

Enlightenment. The tenets of the Path of Death and the Soul became much more developed, borrowing the ideas of mortals who developed a philosophy of reason through science.

Current Practices

This Path has many elaborate rituals, carried out frequently and regularly. Human and vampire sacrifices are common.

Description of Followers

Most are curious, objective and unemotional. However, they study human emotions and conscience, even treating their own fading humanity as the subject of scientific study. They are very spiritual but lack any apparent passion for what they believe. They study death and the occult as sciences. They are loyal to the sect, but even vampires of the Sabbat sometimes feel uncomfortable around them. Members of the Toreador *antitribu* comprise the largest portion of this Path's following.

Views About the Other Paths

- **Path of Caine** — "They are interesting individuals. They are highly intellectual, but their reasoning is often clouded by useless traditions."
- **Path of Cathari** — "The Cathari's belief about death is quite possibly true, but they accept it as the only truth possible. They are as children in their spiritual convictions."
- **Path of Evil Revelations** — "Hell is real enough. Demons are real enough. Neither mortal nor vampire has any business with their affairs. We must seek out our corrupt brothers and sisters and destroy them in most painful ways."
- **Path of Harmony** — "The tenuous balance they maintain is like blinders on a horse. They know where they are going, but they cannot see where they are."
- **Path of Honorable Accord** — "They care nothing about the spirit. The nature of their existence has been condensed into a set of rules. They are indeed honorable, but there is far more to our existence than that."
- **Path of Power and the Inner Voice** — "Their interest in the spirit is admirable, but it is overshadowed by their personal greed."

Following the Path

The character should accept human emotions and conscience as part of the greater macrocosm, yet perform an almost clinical study of them. The character should never show strong emotion. The character should seem both kind and cruel, but act coldly almost all of the time. The character should study death and maintain an interest in the occult.

Common Abilities: Alchemy, First Aid, Interrogation, Lore (any type), Medicine, Occult, Psychoanalysis, Psychology, Research, Spirit Lore, Theology, Toxicology. Any of these Abilities can aid a great deal in following this Path.

Preferred Disciplines: The most important Disciplines for understanding existence through this Path are Auspex, Necromancy and Thaumaturgy.

Do's and Don'ts of Following the Path of Death and the Soul

1. You act dispassionately.
2. You always analyze situations and act logically.
3. You show no interest in making new friends, though you are courteous and loyal.
4. You fight frenzy every time it tries to emerge.
5. You perform your own "scientific experiments" to study death. (You decide what kind.)
6. You read a great deal, focusing primarily on the sciences and the occult.
7. You do not mind killing.
8. You do not fear Final Death.
9. You spend a lot of your free time alone.
10. You often associate with others on this Path to glean their wisdom.

The Path of Evil Revelations

We pretend obedience to the Sabbat, for it is a mighty tool of destruction. Never let the prelates know your true masters.

— Johnny "Big Dog" Yeates, traitor and Corrupter

Nickname: Corrupters, Heretics

Basic Beliefs: Vampirism is the physical manifestation of all that is evil. It is the duty of all vampires to live up to their reputation as the Children of Darkness. This is the Path of diabolism. Those on this Path recognize the Infernal powers and draw support from them. This Path is practiced secretly by some within the sect, but it is not recognized by the Sabbat. Those on this Path follow it in secret. **Players should not play characters following this Path.**

The Ethics of the Path

- Reject all that is human within you. You are the avatar of unnatural evil.
- Support the Lords of Darkness and they will reward you.
- Hide your malevolence from your fellow Sabbat. Never reveal your true masters.
- Corrupt others whenever possible. Show them the darkness as you see it.

History

A coterie of Brujah who were diabolists during their mortal lives started the Path of Evil Revelations in the 1600s. The Path has managed to stay hidden throughout history, though its practitioners have been discovered and destroyed many times over the centuries.

Current Practices

The followers of this Path have many secret rituals. Some are rumored to have made pacts with powerful demons. Human sacrifice and worse have been attributed to this Path. It is rumored that at least some of the followers of this Path are immune to the Vaulderie and all other forms of the Blood Bond as a result of their evil practices.

Description of Followers

The followers of this Path are deceivers. All claim to follow one of the accepted Paths, and pretend to adhere to its precepts. To follow this Path is to be totally committed to evil — evil even beyond vampiric standards. Very few follow this Path. Some followers of this Path can be linked to the Setites. The specifics of the connection between the two groups have remained a mystery.

Views About the Other Paths

They are all fools.

Following the Path

It is a mistake to follow this Path. No player should place their character on this Path. This Path is included because it is known to exist and has had grave effects on the sect. Little is really known about its practices.

Common Abilities: All followers on this Path know Demon Lore (treat the same as Magus Lore, except as applied to demons), as well as Latin. In addition, they are generally adept at Subterfuge.

Preferred Disciplines: Auspex and Domination are highly valued Disciplines. Most followers of the Path of Evil Revelations possess secret Infernal powers granted by the demon with whom they have a pact.

Path of Harmony

Why should we convince ourselves we are not at all human when we speak, act and think as any humans would if forced by necessity to become cannibals?

— Ezekiel Donner, Sabbat Hierophant

Nickname: Harmonists

Basic Beliefs: Everything has a purpose, even vampires. It is a vampire's responsibility to walk the tightrope over the abyss without ever losing concentration. Vampires are not human, but they share many things in common with mortals. It is best to remain true to one's human side, for the monster inside is so strong that if one gives up one's humanity, there will be nothing left.

However, a vampire cannot be human. A vampire must prey upon them as livestock for her own needs. A vampire has a right to exist, and to exist she must feed, but she must never lose sight of what it is she must do and to whom she must do it. Prey is not to be wasted or treated as valueless. All life is precious. It is just vampiric nature to feed upon humanity. The Path of Harmony is in many ways the Path of Golconda. It is a means for vampires to achieve true inner harmony through acceptance of their dual nature. Vampires are part of the natural order as God created it. There is nothing innately evil about acting in the manner that is natural to oneself.

The Ethics of the Path

- Nothing existing in nature is innately evil — including vampires.
- Life should be respected. Human life should be taken only out of necessity, but you should never feel sorry for doing what is natural for you, like drinking blood.

- Never lose touch with your humanity or your vampiric nature. Both are part of your being. You will destroy yourself if you cannot accept that you are no longer human; however, the human part of you, your sanity, will be trampled by the animal part of you if you do not balance the two. To have one without the other is unhealthy and unnatural.

History

The Path of Harmony developed in the late 1700s in the New World colonies. The Path enjoyed a great deal of growth in its early years, but its numbers have begun to dwindle because of the renewal of constant Jyhad. Most of the Sabbat have become too jaded to accept the ways of this Path. The Path of Harmony synthesized the various philosophies of the Romantics, including American ideals and transcendentalism. It put as much emphasis on emotion and divine Providence as it did on the natural law established by God.

Current Practices

The Path occasionally holds its own meetings. While the Path has no rituals of its own, followers of this Path are known to be the most selective in the gathering of recruits. They look for those with strong humanity as well as a healthy blend of intelligence and emotional stability.

Description of Followers

Vampires on this Path are among the most humane in the sect. They are very close to Camarilla Kindred in their view and treatment of kine. Most have strong consciences. By mortal standards, they stand out as the least evil of all Sabbat. They are also some of the most attuned to nature of all Sabbat.

Views About the Other Paths

- **Path of Caine** — "They seek a mythical father to provide them with their own form of balance. While they search their histories, we search ourselves."
- **Path of Cathari** — "They give the Beast its way far too often. They destroy what they were meant to be by doing so. We were not meant to become animals — we are their natural superiors."
- **Path of Death and the Soul** — "They are lost in their quest to find the truth. Their methods are useless."
- **Path of Evil Revelations** — "They are neither human nor beast, but something far worse. They must die the Final Death."
- **Path of Honorable Accord** — "They follow a similar Path. However, while ours is one of action, theirs is one of restraint."
- **Path of Power and the Inner Voice** — "They seek the same answers we do, and while they can be highly rational thinkers, they can be unnecessarily manipulative."

Following the Path

This Path may be one of the easiest to understand. Its precepts are similar to those of many Camarilla Kindred and also many humans. The Path requires the vampire to use a healthy blend of common sense, knowledge, emotion and spiritual belief in all decision making. The vampire should accept the fact that by drinking blood she is not evil, but only acting in accordance with her nature. However, life, and humanity in particular, should not be wasted, and should be respected.

Players should allow their characters to oppose plans in which life is indiscriminately destroyed. The characters should be portrayed as having consciences, yet they should feel no remorse for stealing human blood. They should not kill their prey unless absolutely necessary. Most vampires on this Path are attuned to nature and love, and often spend time away from the city.

Common Abilities: Alertness, Animal Ken, Athletics, Brawl, Camouflage, Empathy, Hunting, Masquerade, Meditation, Ride, Survival, Swimming, Tracking. Most Harmonists also continue to develop Abilities they possessed as mortals.

Preferred Disciplines: Animalism and Auspex are highly respected.

Path of Harmony Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Failing to spend at least two hours per night communing alone with nature
9	Killing an animal for any reason other than survival
8	Failing to hunt and drink blood whenever hungry (less than maximum Blood Points) and time permits
7	Acting in an overly cruel manner
6	Refusing to ride the wave as long as it is not detrimental to your own survival
5	Killing a mortal for any reason other than survival
4	Failing to provide safety for your loved ones and comrades
3	Allowing yourself to act too human or too bestial
2	Feeling guilty about doing something you needed to do
1	Refusing to kill when it is important for your survival

Do's and Don'ts of Following the Path of Harmony

1. You shift between the human and the animal in you with ease. You try hard to balance the two sides of your existence.
2. You are very emotional.
3. You have a limited degree of compassion for all creatures.
4. You have no compunctions about killing or drinking blood for your own survival.
5. You are very sociable.
6. You fight the frenzy when it is inconvenient, but ride the wave whenever you can.
7. You consider yourself somewhat human, but now tempered with a Beast. You are not what you once were, regardless.
8. You like to be around nature.
9. You like to keep animals as pets.
10. You feel the need to visit the country often if you live in the city.

The Path of Honorable Accord

We are not knights or samurai. We are simply supporters of order. Those who do not favor our ways are a threat to the Sabbat.

— Vincent Day, Sabbat Paladin

Nickname: Patriots, Canonici

Basic Beliefs: This is the strongest of all the Paths. It is little more than a code of conduct which serves to keep some semblance of order in a very chaotic sect. In fact, those on this Path are often referred to as followers of the Code. The Path is spelled out in a book called the *Code of Milan*. The basic philosophy accompanying the Code is one that does not try to understand the purpose of existence and instead focuses upon the present. Honor is the true measure of strength and greatness. Similar to the Path of Caine, the Path of Honorable Accord is one of structure. However, unlike the former Path, this Path approves of change.

The Ethics of the Path

These are among the most important ideas promoted in the *Code of Milan*:

- Serve your leader faithfully as long as she acts in the best interest of the Sabbat.
- Observe all *Auctoritas Ritae* of the Sabbat.
- Keep your word of honor. Breaking your word makes you small and weak, and you will never be trusted or respected by those with honor.
- Respect your peers and treat them fairly.
- Never betray another's trust in you.
- Be brave. Cowards have no honor. Defend the Sabbat with your unlife.
- Be generous to your brothers and sisters and they will be generous to you.
- Always repay debts.
- Do your best to serve the interests of the Sabbat.
- Final Death before dishonor.
- Treat the dishonorable harshly.
- Keep the traditions of our people.
- Obey all other rules under the *Code of Milan*.

History

During the great Camarilla-Sabbat Jyhads of the early years, a civil war split the Sabbat. An agreement was made in the city of Milan to settle the internecine fighting and hold the sect together. The Code expanded greatly during the years of peace. A whole philosophy developed based upon the idea of vampiric honor as a means of inner discipline and a replacement for human conscience. There was another civil war within the Sabbat in the 1800 and early 1900s. After the conflict ended and peace was restored to the Sabbat, the *Code of Milan* was modified.

Current Practices

The followers of this Path participate in all Sabbat rituals and are responsible for the development and continued practice of many of them. The Path members in each city hold their own formal meetings, complete with special rituals. The followers of this Path monitor others in the Sabbat and make sure they stay in line. They do not hold Sabbat of other Paths responsible for all aspects of the Code *of Milan*, but they do hold them to the accepted practices of the sect as a whole.

Description of Followers

Most of the followers could be considered simple, law-abiding members of an otherwise disordered sect. Some on this Path become entranced with the idea of personal honor, making it the key influence in their lives. This Path is popular with members of almost all the clans. It is especially popular with those Sabbat who have their own spiritual beliefs but understand the importance of following a Path.

Path of Honorable Accord
Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Failing to act in accordance with the Sabbat in any matter
9	Failing to show hospitality to all other Sabbat
8	Failing to observe an *Ignoblis Ritus* of your pack
7	Failing to observe an *Auctoritas Ritus* of the Sabbat
6	Acting against your leader; failing to protect fellow Sabbat
5	Placing personal welfare over that of the entire sect
4	Failing to honor an agreement
3	Showing cowardice
2	Showing overt disrespect for the sect
1	Breaking your word

Views About the Other Paths

- **Path of Caine** — "They try to follow the lead of our progenitor, but they will never really be like him."
- **Path of Cathari** — "Wild beasts are all they are. They know pleasure, but only at the cost of order and respect. To these vampires, freedom only means anarchy."
- **Path of Death and the Soul** — "Their logic and wisdom are limited by their lack of self-discipline."
- **Path of Evil Revelations** — "Destroy them all before they destroy us."
- **Path of Harmony** — "They are too caught up in human emotion to be truly 'balanced'."
- **Path of Power and the Inner Voice** — "Their search for wisdom is fine; it is their lust for power that is the problem."

Following the Path

Characters on this Path should behave in an honorable manner despite personal setbacks from doing so. The character should consider dying with honor to be better than living without honor. The character does not have to be a slave to this code, and the player is encouraged to think of ways to use the Code to the character's advantage.

Common Abilities: The only common Abilities among all those on this Path are Sabbat Lore and Law, in reference to the *Code of Milan*. Many possess martial Abilities, such as Brawl, Demolitions, Fast-Draw, Firearms, Gunsmithing, Heavy Weapons, Hunting, Interrogation, Martial Arts Weapons, Melee, Stealth and Traps.

Preferred Disciplines: Presence and Fortitude are considered important by many on this Path.

Do's and Don'ts of Following the Path of Honorable Accord

1. You dislike those who have no honor.
2. You never break your word.
3. You live unlife with complete vampiric honor.
4. You are very Spartan in your outlook.
5. You bend the rules if it suits your personality, though your Path rating will suffer.
6. You always support your comrades.
7. You protect any in your charge from harm.
8. You are hospitable.
9. You are stern and you can be extremely harsh.
10. You are loyal to the Sabbat over everything else, including your own safety.

The Path of Power and the Inner Voice

I am the truth and light to the sons and daughters of L.A. Betray me and die. Serve me well and you will be rewarded greatly. When you serve me, you serve the Sabbat.

— Leila Monroe, Sabbat Priscus

Nickname: Unifiers

Basic Beliefs: This Path is devoted to ambition, strength and excellence. To be on this Path is to follow the heart's desire. This is the Path of passion. It is the penultimate expression of vampiric Darwinism. The object is to master oneself as well as all others.

The followers of this Path believe their self-consciousness is an aspect of the soul itself. The soul exists outside the material world, but interacts with reality through the body. They believe both mortals and immortals have this power, but vampires have received the ability to allow part of their souls to enter into the real world, and are thus capable of much more than humans.

Followers of this Path believe the truth lies within themselves and is best found by an inner search for personal enlightenment. At the same time, they believe in strengthening the power of the body through self-discipline. It is not uncommon for those on this Path to experience mystical visions related to the choices they make. (This is not a standard power for all on this Path of Enlightenment, but can be purchased as a Merit. The method used is left to the Storyteller's discretion.)

The Ethics of the Path

- Follow your heart. Follow the Beast when necessary, but do not follow your fellow vampires — lead them.
- Develop your assets and hide your weaknesses. Show yourself as invincible.
- Support others on this Path as long as they do not oppose your own conquests.
- Never give quarter to the enemy and ask for none.
- Do not be influenced by mortal thoughts and morals. They are sources of weakness.
- Truth comes from within. Act on that truth to make the Sabbat more powerful.
- Failure is disgrace. Do not accept failure and punish it severely when it occurs.
- Competition develops inner strength.
- Use Monomacy to your advantage. Expose weaknesses in others.
- Choose allies carefully. Never make long-term alliances.
- Treat those who follow you well. Use everyone for your own advancement.
- To leave this Path is to accept disgrace.

History

This Path was one of the first to develop into its present form. The precepts of this Path were developed by Lord Marcus of the Lasombra in the late 1530s. The followers of this Path became the strongest leaders of the Sabbat due to their raw passion and devotion to the survival of the sect.

Current Practices

The Path focuses on competitive rites such as War Parties, as well as a great deal of tests involving willpower and courage. Those who fail are best advised to improve. Switching Paths is considered a recognition of one's own weakness. Such vampires are considered pariahs by the followers of Power and the Inner Voice.

Description of Followers

This is the Path for those with a Messiah complex and a penchant for power. Life within the Sabbat can be very brutal and this Path reflects that fact well. The followers are very

driven. Most desire positions of authority, but believe it is as much for the good of the sect as for their own personal gain. Many Lasombra follow this Path. Those who follow this Path are more than mere bullies. They are the foundations of Sabbat leadership.

Views About the Other Paths

- **Path of Caine** — "Their form of ancestor worship is degrading, even if they do provide our sect with useful historical documentation."
- **Path of Cathari** — "Their immature ways show them to favor freedom over all other things of value. They could be potentially dangerous."
- **Path of Death and the Soul** — "They are much like us, but their lack of vigor makes them forever weak."
- **Path of Evil Revelations** — "Their corruption eats at us from within. Their plans must be put to a quick end."
- **Path of Harmony** — "The mortal in them is still strong. It blinds them to the truth of what they really are."
- **Path of Honorable Accord** — "They prefer to cling to their mortal beliefs, pondering them in secret. They accept this Path because it does not make them accept what they have become."

Path of Power and the Inner Voice Hierarchy of Sins

Path Rating	Minimum Wrongdoing for Path Roll
10	Spending less than two hours per night in silent meditation
9	Failing to use whatever means are necessary to achieve greater power
8	Accepting defeat
7	Helping others when it is not to your advantage
6	Failing to respect those who possess greater power and greater wisdom
5	Treating your underlings poorly
4	Backing down when you know you are right
3	Turning down a chance for increased wealth or power
2	Losing face in front of a crowd
1	Accepting someone equal or less capable than yourself as your superior

Following the Path

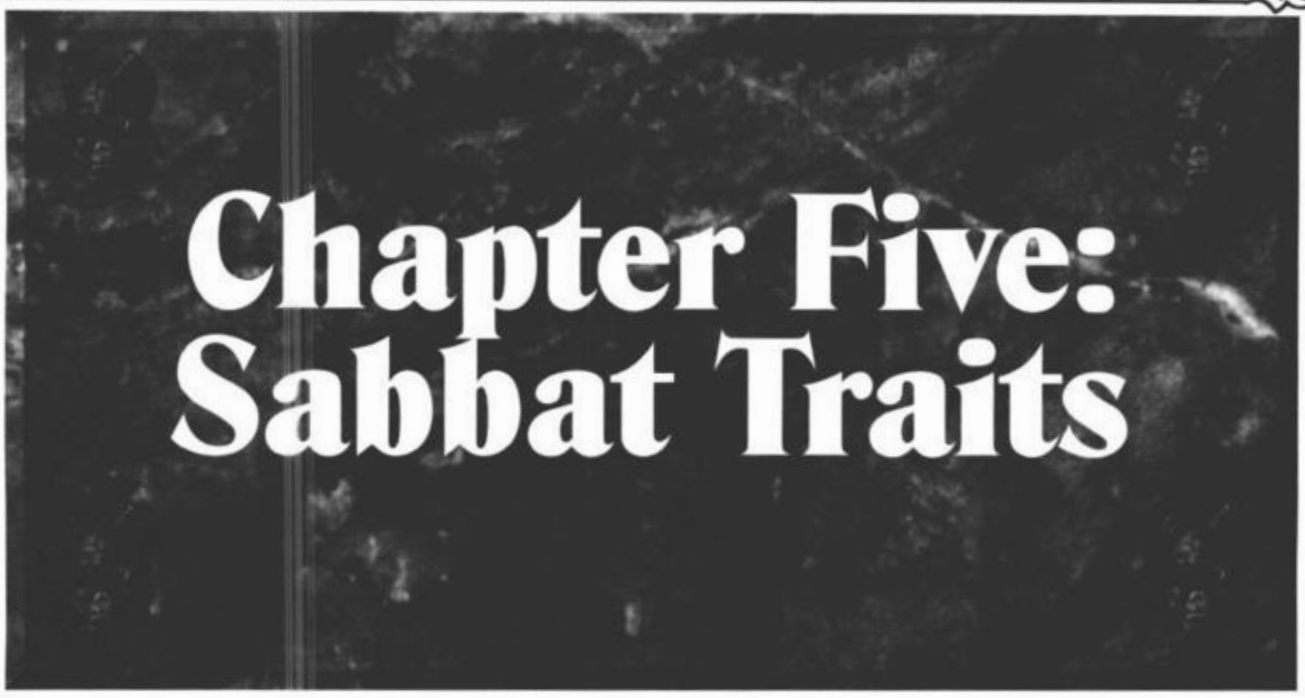
The Path of Power and the Inner Voice is a treacherous one. It is unforgiving of those who fail. A character on this Path should be power-hungry, yet even the most ravenous are inclined to self-discovery. The character should always place his own goals over those of others of lesser ability. The character should be manipulative when necessary. The character should try to make contacts, allies, and gain support for his own cause. The character should be willing to help others only when it is to the character's advantage to do so. Wealth and symbols of power are important to the character. Pack Recognition, Clan Prestige and Sabbat Status are all important to the character.

Common Abilities: Brawl, City Secrets, Debate, Diplomacy, Empathy, Firearms, Intimidation, Intrigue, Leadership, Meditation, Melee, Politics, Seduction, Sense Deception and Subterfuge are among the most widely used Abilities.

Preferred Disciplines: No single Discipline is viewed as more important than others, but emphasis is put on developing all Disciplines to their fullest extent.

Do's and Don'ts of Following the Path of Power and the Inner Voice

1. Spend a great deal of your free time in self-contemplation or increasing your Abilities and Disciplines.
2. Listen to everyone, but take only your own advice.
3. Value power of all kinds. You believe power makes you stronger in more ways than one.
4. Seek knowledge and wealth.
5. Become a leader, not a follower.
6. Treat underlings justly and superiors with respect (if they deserve it).
7. Never remain satisfied with what you have or what you can do.
8. Manipulate others to your personal advantage.
9. Be willing to bend and break rules that restrain you.
10. Betray those close to you if it is completely necessary to follow the Inner Voice.



Chapter Five: Sabbat Traits

Despite their ties to the Kindred of the Camarilla, members of the Sabbat have developed a large number of unique Traits and powers. This constant evolution is a major point of frustration for the sect's foes; they can never be sure what they will be facing.

The Players Guide introduced some of the following Traits, like Secondary Abilities and Merits and Flaws. Most of them, however, are fully usable with **Vampire** and should add new dimensions to your games.

New Secondary Abilities

The following Abilities are all considered Secondary Abilities. If your chronicle does not include Secondary Abilities, treat them as you would any other Abilities. Many of these are used in Sabbat rituals. How and when they are used is left up to the Storyteller, though most will be used in Ignoblis *Ritae* rather than *Auctoritas Ritae*.

While the following Secondary Abilities may be particularly useful to Sabbat vampires, there is no reason vampires outside the Sabbat should not have access to most of these. The Abilities that should not be possessed by outsiders are Black Hand Knowledge and Sabbat Lore.

Talents

Dreaming

This Talent allows you to remember and control your dreams as well as gain insight into them. (This Ability is common only among mortals and vampires who know the Thaumaturgic path Power of Morpheus.)

- • **Novice:** You can recall your dreams almost every night in their entirety.
- •• **Practiced:** You have the ability to alter aspects of your dreams which you do not like.
- ••• **Competent:** You are able to alter large parts of your dreams.
- •••• **Expert:** You are capable of dreaming whatever you wish.
- ••••• **Master:** You are the master of your dreams, and are able to gain insight into your life when you let your dreams take their own course, though often the understanding you glean will be vague.

Possessed by: People with good imaginations, New Agers, Mystics

Specialties: Personal matters, Redreaming, Alterations, Interpretations

Fortune Telling

You may or may not have the gift to really tell fortunes, but you can make people believe you do. This may prove useful as a plot device or as a means for the character to earn money.

- • **Novice:** You are able to use one method of divination adequately, and treat this Ability as a pastime.
- •• **Practiced:** You can use one method of fortune telling well, and can tell someone general information that will apply to her.
- ••• **Competent:** You know a lot about certain methods of fortune telling and can tell anyone detailed information that will apply to them.
- •••• **Expert:** You are able to use multiple methods well, and have a keen understanding of what people want to hear.
- ••••• **Master:** Gypsies take lessons from you.

Possessed by: Gypsies, Psychics, Professional Fortune Tellers, New Agers

Specialties: Tarot Cards, Prophecy, Romance, Palms

Panhandling

You are a skilled beggar. You are able to get people to give you money just by asking for it. The art of panhandling is performed through a subtle blend of Manipulation, Empathy, Intimidation, Streetwise and Subterfuge. You know whom to ask, how to approach them, what to say, and how to avoid police. This is a useful Talent for picking up quick cash or for creating a cover.

- • **Novice:** You can tell a good hard luck story.
- •• **Practiced:** You can gain sympathy from most people.
- ••• **Competent:** Real smooth. You can hit even the hard-hearted for a few bucks.
- •••• **Expert:** People will want to take you home and feed and clothe you.
- ••••• **Master:** You can just about get whatever you want (within reason) for free.

Possessed by: Street People, Addicts, Drifters, Professional Beggars

Specialties: The Rack, Yuppies, Sob Stories, Targeting

Skills

Blind Fighting

Even when unable to see your foes, you can use your Brawl or Melee Abilities with a reduced penalty or no penalty. This is used in several games played by the Sabbat. It may also be part of the requirements in a duel under the rules of Monomacy. However, the most important use for the Blind Fighting Ability is when combined with the effects of Obtenebration. This skill may be of great use when not in combat as well. It should be noted that this skill does not grant any ability to actually see better in darkness. For each level of ability the character has in this Skill, reduce the difficulty for performing actions while blind by one.

- • **Novice:** You don't stub your toe in the dark.
- •• **Practiced:** You can pinpoint the direction from which sounds come.
- ••• **Competent:** You can fight and predict where your enemies are at the same time.
- •••• **Expert:** You can almost "feel" where your opponents are.
- ••••• **Master:** You possess an almost mystical sense — Zen and the Art of Spatial Awareness.

Possessed by: Ninjas, Assassins, Martial Artists, Spelunkers, Zen Archers, Lasombra

Specialties: Dodging, Punching, Indoors, Dueling, Multiple Foes

Body Alteration

You are skilled in making alterations to the body. You may possess the Vicissitude Discipline or you may just be a guy who does tattoos or scarification. In any case, you are used to working with flesh as the medium for your art.

- • **Novice:** You can do body piercing.
- •• **Practiced:** You can make decent tattoos or changes to the person's body, but nothing elaborate.
- ••• **Competent:** You are quite good at your craft and can make elaborate designs or changes.
- •••• **Expert:** You can do work better than almost anyone.
- ••••• **Master:** You can craft the Sistine Chapel of the body.

Possessed by: Tattoo Artists, Tzimisces, Plastic Surgeons, Certain Bands

Specialties: Designs, Coloration, Arms

Fire Eating

You know how to extinguish flames with your mouth without burning yourself. This Ability is extremely rare even among the Sabbat, since fire is a very real threat. The only real uses for this Ability are during performances or certain Ignoblis *Ritae*. When the vampire tries to perform fire eating, damage should be rolled normally, but for every success with this Skill, reduce the amount of damage done by one Health Level. The difficulty is based on the trick performed and the heat of the flames.

- • **Novice:** You are capable of trying it without frenzying, but you may still get burned.
- •• **Practiced:** You may even be able to do it without being burned.
- ••• **Competent:** You can accomplish the task with relative ease, and without being burned in the slightest.

•••• **Expert:** You may perform tricks with the fire and put out really hot flames.

••••• **Master:** You are capable of performing intricate tricks and possibly even breathing back the flames.

Possessed by: Circus performers and really insane vampires

Specialties: Specific Tricks (flaming knives, breathing it back, etc.)

Fire Walking

You can enter a trance-like state which allows you to walk across hot coals and leap through open flames. Few vampires outside the Sabbat have this Skill, but most Sabbat do, since it is used in the Fire Dance, an *Auctoritas Ritus*. The effects are the same as Fire Eating except it is applied to flames and heat in contact with the skin. This skill is also used when vampires handle fire. This does not grant any immunity, but does allow the vampire to avoid being burned or frenzying. This Skill cannot be part of a Dice Pool being split. The user must concentrate on Fire Walking and nothing else.

• **Novice:** You are able to make leaps, so you are not a coward.

•• **Practiced:** You are either naturally good or you have been doing this for a while.

••• **Competent:** You can occasionally impress other Sabbat, for you do not fear fire in the least.

•••• **Expert:** You are an acrobat in the flames and a real showoff.

••••• **Master:** You can outdo almost anyone in your leaps and can perform any Fire Dance trick.

Possessed by: Mystics, Sabbat, Primitive Tribesmen, Performers

Specialties: Leaping, Torches, Bonfires

Snake Charming

You can mesmerize snakes, making them passive and willing to obey hand gestures. Snakes are used in a few *Ignoblis Ritae* by some packs.

• **Novice:** You are inexperienced, but know how it is done.

•• **Practiced:** You are capable of influencing a snake and making it less aggressive.

••• **Competent:** You can easily make one snake passive and handle it (with care).

•••• **Expert:** You can make any number of snakes passive and can handle them with ease.

••••• **Master:** You are a master cobra tamer. You can make snakes dance and move where you wish.

Possessed by: Snake Charmers, Animal Trainers, Sabbat Priests, Snake Handlers, Setites

Specialties: Rattlers, Dismissals, Dancing

Tightrope Walking

You can walk a tightrope, something you may have learned as part of your training in the Sabbat or while alive. Tightrope walking is used by some templars and members of the Black Hand to aid them in their work.

- • **Novice:** You can walk a tightrope slowly as long as nothing disturbs you. Wind, loud noises, or looking down can all cause you to fall.
- •• **Practiced:** You can walk a tightrope with minor distractions or without the aid of a balance pole.
- ••• **Competent:** You can walk a tightrope while distracted, as well as when the rope is slanted or slack.
- •••• **Expert:** You are as skilled as a ninja. You can walk a tightrope with ease, as well as slant and slack ropes.
- ••••• **Master:** You are a circus-level performer. You can walk a rope carrying objects or people. You may ride a tightrope bike across the rope or perform difficult tricks.

Possessed by: Circus Performers, Ninja, Sabbat Assassins

Specialties: Somersaults, Distractions, Phone Lines

Torture

You know how to inflict pain. Your ability is so precise as to be a science. You are capable of interrogating prisoners through torture and prolonging their suffering, keeping them barely alive — or undead.

- • **Novice:** You know how to hurt people in different ways.
- •• **Practiced:** You are good at causing extreme pain and can keep someone alive for interrogation purposes.
- ••• **Competent:** You are equal to a military torturer. You can create pain never experienced by most.
- •••• **Expert:** You are equal to a professional torturer. You are able to get almost any information you want out of your subject.
- ••••• **Master:** You are an artist and a scientist of pain and suffering.

Possessed by: Military Interrogators, Prison Guards, Nazi "Doctors," Toreador *Antitribu*

Specialties: Exotic Methods, Prolonging Life, Pain, Flagellation

Knowledges

Black Hand Knowledge

You have learned information about the Black Hand, information known to few outside the organization. You know the history of the Hand, typical strategies used by the Hand, intrigue within the Hand, and Hand rituals. In addition, you can recognize all Black Hand within your own city and the surrounding area.

- • **Novice:** You know mostly secondhand information
- •• **Practiced:** You know what most Hand members know.
- ••• **Competent:** You know a great deal of information not known by many Hand members.
- •••• **Expert:** You know as much as the dominions know.
- ••••• **Master:** You know as much as the Seraphim know.

Possessed by: Black Hand Members, Sabbat Leaders, Assamite *Antitribu*, some Assamites, some Nosferatu *Antitribu*

Specialties: History, Famous Leaders, Tactics, Strategies, Secrets, Rituals, Local Members

Camarilla Lore

You know information about the Camarilla. You know who many of the princes are, who many of the real rulers are, details about the Masquerade, Camarilla history, legend and propaganda.

- • **Novice:** What just about all Camarilla Kindred know
- •• **Practiced:** What most Ventrue know
- ••• **Competent:** What most Nosferatu or Tremere know
- •••• **Expert:** What most princes know
- ••••• **Master:** What most Methuselahs know

Possessed by: Camarilla Kindred, Inquisitors, Sabbat Spies

Specialties: History, Legends, Famous Rulers, Princes, Strategies, Current Activities, Secrets, Propaganda

Clan Knowledge

You know information pertaining to a clan (generally, but not always, your own). This information is not privy to most and it may have taken years before you picked up any useful information. Many clan members know very little about their heritage, usually because they do not care to.

- • **Novice:** What some clan members know
- •• **Practiced:** What most ancillæ know
- ••• **Competent:** What most elders know
- •••• **Expert:** What most Methuselahs know
- ••••• **Master:** What only the clan leader knows

Possessed by: Clan Members, Tremere, Nosferatu

Specialties: Gossip, Membership, Legends, History, Gatherings

Sabbat Lore

You know information available only to members of the Sabbat. If you are not Sabbat and you possess this Knowledge, you had better keep it a secret. If the Sabbat were to find out, your unlife expectancy would plummet. You know Sabbat history, legends, rituals, tactics, strategies and much more.

- • **Novice:** What almost all Sabbat know
- •• **Practiced:** What most Sabbat priests know
- ••• **Competent:** What most Sabbat bishops know
- •••• **Expert:** What most Sabbat archbishops know
- ••••• **Master:** What the prisci, cardinals and Regent know

Possessed by: Sabbat

Specialties: History, *Auctoritas Ritae*, Famous Sabbat, Local Sabbat, Propaganda

Sewer Lore

You know much about sewers in general and a great deal about the sewer system in your own city. This is valuable because it allows you to know what tunnels to take to go where you want to go. You know where the havens of the Nosferatu are, and you know where the city's Giovanni meet. You may know of other creatures in the sewer. You could survive safely in the sewers indefinitely if you needed to do so. You also have enough general knowledge to navigate through unfamiliar sewers and come close to your destination.

- • **Novice:** You are a real tunnel rat
- •• **Practiced:** What a city worker might know
- ••• **Competent:** What a Nosferatu or Giovanni would know
- •••• **Expert:** What older Nosferatu would know
- ••••• **Master:** What a Nosferatu elder might know

Possessed by: Nosferatu, Giovanni, some Malkavians, City Employees, Sewer Monsters, some Street People, Dwarves, Bone Gnawers

Specialties: Havens, Food, Hiding Places, Shortcuts, the Slums

New Disciplines

The following Disciplines are possessed mainly by vampires of the Sabbat. The majority of Sabbat possess the more well-known, standard Disciplines from **Vampire**. These new Disciplines may be possessed by vampires outside the Sabbat, but they should still be rare.

Dementation

This Discipline is possessed by a fair number of Malkavian *antitribu*. It lets the vampire pass its insanity on to its victim. It is similar to Dominate but acts more as a catalyst rather than a controller.

• Passion

This makes the victim feel more emotional about everything. Whatever the victim currently feels is doubled or tripled in intensity. The vampire has no control over exactly what the person feels. This power may even work on other vampires.

System: The duration of this power is based upon the number of successes the vampire rolls using Charisma + Empathy (difficulty of the victim's Humanity or Path of Enlightenment score).

1 success	One Turn
2 successes	One Hour
3 successes	One Night
4 successes	One Week
5 successes	One Month

•• Mind Tricks

The vampire is able to induce hallucinations within the victim's peripheral vision. The images appear to be fully real, but they can only be seen for a second or out of the corner of the eye. The victim will have a hard time convincing others of what she sees. The vampire causing this effect has no control over what the victim sees. The unnerving effects from the use of this power can last from one night to months. The effects occur sporadically but mostly at night, and usually when the person is alone. They usually take the form of the victim's subconscious fears, but the Storyteller should let his imagination run free when describing them.

System: The vampire rolls his Manipulation + Subterfuge (difficulty equal to the victim's Perception + [Self-Control or Instincts]).

1 success	One Night
2 successes	Two Nights
3 successes	One Week
4 successes	One Month
5 successes	Three Months

••• Eyes of Chaos

This unusual power allows the vampire to see another individual's true Nature. It also allows the vampire to perceive insanity and know how to bypass it when dealing with an unstable person. The vampire also possesses the ability to see patterns of insanity not immediately apparent to even the most perceptive individuals.

System: The vampire can see a pattern by making a Perception + Medicine roll (difficulty based on the intricacy of the pattern. For instance: figuring out a person's Nature upon meeting him would be a 10, figuring it out after knowing him for a while would be an 8, discovering the modus operandi of a serial killer who shows no motive and leaves no evidence would be an 8, a secret code within a code would be a 7, and pictures formed in the sands on a beach by the tide require a 5). Nearly anything can contain several obscure patterns imperceptible to vampires without this power. Most patterns will have no meaning, but they may captivate the vampire for hours with their forms.

•••• Confusion

The vampire can make her victim feel totally disoriented just by looking him in the eye and talking to him. The victim will be aware of only bits and pieces of his memories. He will constantly feel confused and wander around in a daze. The victim must spend a point of Willpower to break out of the daze and perform any coherent action for a turn (including, but not limited to, any action employing a Dice Pool).

System: The effects last for at least one turn, but can last much longer depending upon the number of successes the vampire rolls using his Manipulation + Intimidation ratings (difficulty equal to the target's Perception + [Self-Control or Instincts]).

1 success	One Turn
2 successes	One Hour
3 successes	One Night
4 successes	One Week
5 successes	One Month

••••• Total Insanity

This power allows the vampire to drive her victim (mortal or vampire) insane. The victim completely loses her sanity, taking on five Derangements of the Storyteller's choice. The victim must be completely focused on the vampire for this power to have any effect.

System: The number of successes the vampire scores on a Manipulation + Intimidation roll (difficulty equal to the victim's Willpower rating) determines how long the effects last.

1 success	One Turn
2 successes	One Night
3 successes	One Week
4 successes	One Month
5 successes	One Year

Level Six

Derange

This power allows the vampire to grant her victim one permanent Derangement which may never be removed. The vampire must look her victim in the eye and describe his new Derangement to him. The vampire may choose the Derangement.

System: The vampire must roll at least two successes using her Manipulation + Empathy against the victim's Willpower rating.

Kindred Spirits

The vampire can manipulate another's mind and force the victim's personality to become exactly the same as his own. The victim also gains any Derangements or other mental problems the vampire possesses. This does not give the vampire any real control over the victim, and should not be considered the same as the Dominate power Puppet Master. The vampire should also be ready to learn just how much he hates himself. The vampire must make physical contact (skin to skin) for this power to take effect.

System: The duration of the effect is based on the number of successes the vampire rolls using Charisma + Subterfuge (difficulty of the victim's Intelligence + [Self-Control or Instincts]).

1 success	One Night
2 successes	One Week
3 successes	One Month
4 successes	Six Months
5 successes	One Year
6 or more	Permanently

Level Seven

Mind of a Child

This power allows the vampire to reduce the victim's total Mental Attributes by up to seven points, as long as the person is left with at least one point in each of the three Attributes. The victim also becomes very childlike in manner, acting both gullible and playful. The vampire must make eye contact with the victim in order for the power to take hold. Vampires as well as mortals are affected by this power. The only way to avoid it is to avoid making eye contact with the vampire.

System: A roll is required using the vampire's own Intelligence + Empathy (difficulty equal to the victim's Wits + [Self-Control or Instincts]).

1 success	One Turn
2 successes	One Night
3 successes	One Week
4 successes	One Month
5 successes	One Year

Mind of a Killer

This power allows the vampire to alter the mind of the victim, making her a cold-blooded killer who places no value on life. If the victim is offended in any way by anyone, even loved ones, the victim murders that individual, whether with a complex plan or simply a machete. Once the victim of this power has killed, the effect of this power ends and the person reverts back to normal, unsure of why she did such a heinous thing. The power works on both mortals and vampires, and requires the vampire to kiss the victim.

System: Successfully employing this power requires at least three successes on a Charisma + Subterfuge roll (difficulty equal to the victim's Charisma + [Courage or Morale]).

Wave of Insanity

The vampire using this power can cause the same effect as Total Insanity in a large number of mortals or vampires. If more subjects are present than the vampire can affect, the Storyteller chooses whom this power affects.

System: The vampire must make a roll using his Charisma + Empathy (difficulty 7) to see how many are affected. The vampire is capable of affecting one individual for every success. However, after the potential number of victims is determined, the vampire must roll a resisted roll for each individual to ascertain if the power works on that person, just as if he used Total Insanity. The vampire causes this effect by speaking to the victims in a peculiar way.

Level Eight

Coma

This power allows the vampire to shock a person's mind until it shuts down all non-vital functions and goes into a coma. The method by which this power is carried out is unknown. The vampire simply concentrates and the victim goes first into convulsions and then a coma.

System: The vampire must make a roll using his Charisma + Intimidation (difficulty equal to the victim's Wits + [Courage or Morale]). The length of the coma is based upon the number of successes:

1 success	One Week
2 successes	One Month
3 successes	Six Months
4 successes	One Year
5 successes	10 Years

Minds of the Children

This power has the same effect as Mind of a Child, except that it can affect a large number of targets. If more potential victims are present than the vampire can affect, the Storyteller may choose whom this power affects.

System: The number of subjects potentially affected by the use of this power equals the number of successes made on a Charisma + Subterfuge roll (difficulty 7). Each individual case must then be handled just as it would be for Mind of a Child to determine if or how long the victim is affected.

Level Nine

Blessing of Chaos

The vampire who possesses this power is immune to others' Dementation, Dominate, Presence and Chimerstry. However, the Blessing of Chaos is not without its price. The vampire gains one additional Derangement that she can never remove. In addition, the vampire will occasionally suffer from Mind Tricks (as the Level Two Dementation power); however, due to the nature of this Discipline, she will be able to cope more readily with these delusions. It is up to the Storyteller to decide when and how these Mind Tricks affect the vampire.

Mass Coma

This power allows the vampire to use Coma on a number of targets. If more subjects are present than the vampire can affect, the Storyteller chooses who will be affected.

System: To determine the number of individuals potentially affected by this power, the vampire must roll his Willpower (difficulty 7). The number of successes equals the number of individuals subject to the effects of this power. To determine whether each victim is actually affected, check for each using the method described under the Coma power.

Obtenebration

This Discipline relates to the powers of darkness. It allows the user to manipulate darkness and possibly the abyss in a powerful manner. This Discipline is primarily practiced by the Lasombra.

• Shadow Play

The vampire can manipulate shadows and dim (though not extinguish) light in an area. Among other uses (such as eliminating the vampire's own shadow), this power gives the vampire an extra die on Stealth rolls and Intimidation rolls (the vampire is able to subtly manipulate the shadows around her body to make her appear more menacing).

System: This power requires no roll, but a Blood Point must be spent to activate it.

•• Shroud of Night

The vampire can evoke an area of inky black matter. The darkness obscures light and even sound; most opponents trapped within are completely blind, and even characters with Gleam of Red Eyes or Heightened Senses suffer penalties of three dice to their Pools. The darkness is normally static; the vampire may move it about (at walking speed), but must fully concentrate on such a task.

System: For every success on a Manipulation + Occult roll (difficulty 7), a 10' area may be covered in the shadowy stuff. The range of this power is 50 yards. The Shroud may even be summoned in an area the vampire cannot see (such as the room behind a closed door at which the vampire stands), but the difficulty of such a feat is increased by two, and a Blood Point must be spent.

••• Arms of the Abyss

The vampire can summon one or more tendrils of darkness from a shadowy area to grasp foes. Each tendril has a Strength of 4, a Dexterity of 3 and a Brawl of 2 (for the purpose of grasping).

System: A Manipulation + Occult roll must be made (difficulty 7); successes must be spent to call up the tentacles (one per success) and to increase their length (the base tendril is six feet long, plus another six feet per success spent).

•••• Nightshades

The vampire may evoke murky and indistinct shadowy images. They may be of the vampire himself (useful for a diversion), monsters or even inanimate objects. The images are completely incorporeal and attacks merely pass through them. They are man-sized; however, successes may be spent to create larger images. Alternately, this power may be used to shroud and obscure the general area with a bewildering array of flitting forms, confusing and disorienting the vampire's enemies.

System: The vampire may create one Nightshade for each success on a Wits + Occult roll (difficulty 7). Successes may also be used to double the size of the object.

Alternately, one success can be used to cover a 10-foot area with flitting shadows; each additional success adds five feet to the diameter. Opponents (and allies who do not possess Obtenebration!) in the display have their initiative difficulties increased by three and suffer a one die penalty to all Dice Pools.

••••• Shadow Body

The vampire can turn her body into an oozing form of shadow. In this form, the vampire may see in pitch darkness, slither through the tiniest of cracks, and is immune to physical harm (although she may not attack physically either). Fire and sunlight still do their normal damage, and indeed are more painful to a vampire in this form — to the extent that difficulties to avoid the Rötschreck (if the terror is induced by these substances) are one higher in this form. Shadowy vampires may not fly, but may slither along surfaces at normal speeds.

System: Three Blood Points must be expended to evoke this power, and the change takes three turns.

Level Six

Call the Lamprey

This power enables the vampire to summon the dark force within himself. The darkness emerges from the mouth of the vampire and envelops a chosen target, draining her life force. The Lamprey, as this darkness is named, sucks one point of blood from the victim per turn. The damage takes the appearance of hundreds of tiny bites. This power can be used to kill mortals but may not drain blood from other vampires. It will, however, increase all their difficulties by three; furthermore, the terrifying feeling of being chewed upon forces the vampiric victims to successfully roll Courage (difficulty 8) or enter Rötschreck. The Lamprey returns through the mouth of the user and gives him Blood Points equal to half the amount of blood drained.

System: While the Lamprey is in action, the vampire cannot perform any action other than concentrating on the Lamprey itself. The Lamprey is immune to all physical harm but may be destroyed by magical attacks (Stamina 4 to soak, but any damage destroys it). If the vampire is attacked while controlling the Lamprey, it automatically returns to the vampire's body.

Eyes of the Night

The vampire is able to see anything that goes on within the dark force created by any other use of this Discipline. Thus, the vampire could evoke the Shroud of Night (Level Two) in another room and clairvoyantly scan the area within. The vampire also automatically receives the Protean power Gleam of Red Eyes. Finally, as long as the vampire is not in a well-lit area, she may view her surroundings from anywhere within 50 feet of her own body just by closing her eyes and concentrating.

Shadow Step

The vampire can walk through one shadow and exit another up to 50 feet away. This power acts as a limited form of teleportation. The vampire may use it to bypass solid walls, ascend a floor in a building, and get around other obstacles. The vampire may also try to use this power to pull others through a shadow to him. The vampire may do this by reaching into the shadow, grabbing the victim and pulling the victim through the shadow to his own location.

System: The vampire must decide where he will emerge before he enters and inform the Storyteller of the decision. He must make an Intelligence + Stealth roll (difficulty 6) to go anywhere. Failure means he goes nowhere, while a botch gives the Storyteller free license to go wild (shadow dimensions, shadow beast attacks, etc.). Pulling someone through requires at least two successes on an Intelligence + Brawl roll (difficulty 7). One success means the target is grabbed but goes nowhere.

Level Seven

Shadow Slave

The vampire may animate her own shadow, employing it as a sentry and even combatant. The vampire must be in an area where she casts a shadow for this power to be effective.

One unnerving side effect of prolonged use of this power is a growing semi-independence and even sentience on the part of the shadow. A vampire who uses this power occasionally finds her shadow leaping and capering about of its own accord, trailing unnaturally far behind the vampire, or even mocking the vampire behind her back.

System: The vampire must spend a Blood Point and roll Willpower (difficulty 8). Any success brings the shadow to life, while a botch animates a shadow hostile to its creator. The shadow is incapable of communication. It has ratings equal to half its creator's in her Attributes and Abilities (round down), except for Stealth, which is equal to that of its master. It has no Disciplines save Obtenebration, which is likewise equal to half its creator's. The shadow may separate from its master and travel up to 150 feet away, and can slither under cracks and up walls. The shadow lasts for one hour per success on the Willpower roll, but disappears at sunrise in any case. The shadow may be physically attacked as normal, and if it is "killed" the vampire loses half her Willpower, must immediately roll to avoid the Rötschreck (difficulty 9), and may not employ this power for a month.

Level Eight

Entombment

This power allows the vampire to encase a single person in impenetrable darkness. The darkness is so potent that a victim trapped within will suffocate after a number of minutes equal to her own Stamina. Once within, the victim cannot break free by normal means. The vampire may manipulate the darkness so that it will entrap a victim without causing suffocation. The darkness lasts as long as it is not exposed to sunlight, but once exposed to sunlight, it dissipates immediately. If the victim is a vampire, she will not suffocate, but may end up under direct sunlight.

System: Trapping a victim requires a Wits + Security roll (difficulty equals the target's Dexterity + Occult).

Master of the Night

The vampire is able to summon three (or fewer) shades, creatures made of solid darkness. While shades may be injured normally, they act as if they are uninjured until they reach the level of Incapacitated, at which point they dissipate (i.e., they suffer no wound penalties). The shades will serve the vampire for one full night at a time if they are not destroyed in combat. While they do possess a limited degree of sentience, they fully serve the vampire's verbal commands.

System: When using this power for the first time, the creator must spend five Blood Points and one point of Willpower to evoke each shade (the blood is spilled in a pool on the ground and the shade emerges from the darkness to drink it), and must do the same to call forth a new shade if one is destroyed. Each time the shades are called up, their master must spend one Blood Point per shade (a "snack" for the creatures). Shades can appear only if there is a shadowy area from which to emerge.

Shade

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 0, Manipulation 0, Appearance 0

Mental: Perception 4, Intelligence 1, Wits 5

Virtues: Conscience 0, Self-Control 0, Courage 5

Talents: Brawl 3, Athletics 1, Dodge 1

Skills: Stealth 8

Knowledges: None

Disciplines (equivalents): Celerity 1, Obfuscate 2, Obtenebration (Eyes of the Night, Shadow Walk and Shadow Body [though they may attack and be injured normally]). The chill grasp of shades does aggravated damage, though this is not the Protean power of claws *per se*, as no additional damage is added to the damage rating for the shade's Strength of 3.

Humanity: 0 **Willpower:** 5

Level Nine

Summon the Abyss

This power allows the vampire to draw forth a darkness so powerful that it sucks the life out of all caught within it. The abyss takes the bodies of the slain with it when it returns to the place from whence it came. The abyss springs forth from the hand of the vampire and stays for only one turn before leaving. The abyss attacks everyone other than the caster within a 50-foot radius of the vampire.

System: The summoner must spend two Willpower points and spend three turns in concentration. At the end of that time, she makes an Intelligence + Stealth roll (difficulty 6). Everyone still within that area takes that much damage; this damage can only be soaked with Fortitude.

Level Ten

Banishment

The vampire can remove his victim from this world and send him to the abyss from whence the darkness originates. None have ever escaped this doom on their own. What happens in the abyss is left to the Storyteller's fiendish imagination.

Changeling Change Chart	
1 success	Similar to what the vampire wanted, but with several flaws. The vampire could possibly pass as someone else at a distance under dim light.
2 successes	Almost what the vampire wanted, but with several small flaws. Still not good enough to pass as someone else up close.
3 successes	What the vampire wanted, though there is at least one small flaw, which may not be immediately noticeable.
4 successes	Better than the vampire believed possible. There are no flaws of which the vampire is aware. Any but close family or friends would not know the vampire is a double.
5 successes	Perfect. The vampire could pass as the person copied, even among close family, as long as he played the part well.

System: The victim has no control over the effect, but the length of time the victim is held depends on the number of successes the vampire makes on a Willpower roll (difficulty is the opponent's Humanity or Path rating).

1 success	One Day
2 successes	One Week
3 successes	One Month
4 successes	One Year
5 successes	Permanent, unless the victim can somehow escape

Vicissitude

This Discipline is common among Tzimisce vampires. It is similar in some respects to Protean, but the two are separate Disciplines. Vicissitude allows a vampire to transform the shape and composition of bodies, both their own and those of others.

Vicissitude is a strange Discipline, and in many ways is more like a disease. As the vampire slowly masters it, he begins to think and act in an alien manner. Those who have mastered the Discipline do not seem to think in human terms, and their goals are often mysterious and misunderstood even by themselves. Some vampires who achieve great power in Vicissitude lose all interest in the material world. Rumors abound of Tzimisces who have vanished, never to be heard from again.

Oddly enough, some vampires who have achieved great power in Vicissitude do not become more alien in thought or interest, and there appears to be no pattern to this Discipline's effect on the mind — if it even has any. All these weird characteristics concerning Vicissitude have remained unexplained. How these effects are handled is left to the Storyteller.

• Changeling

This allows the vampire to alter her own appearance and/or voice. The vampire may make only minor alterations to her body, like making her nose larger, growing webbing between fingers, making ears pointed, etc. The alteration is permanent unless this Discipline is used to restore the features. This power allows the vampire to increase his Appearance Attribute or to look like someone else (as long as the changes are not too drastic), which explains why so many Tzimisces are such handsome creatures.

System: The vampire must spend a Blood Point for each body part undergoing the specific change. Then he makes an Intelligence + Body Alteration roll (difficulty 7). The number of successes determines the results of the alteration. If the vampire wishes to increase his own Appearance, the difficulty is 10 and a botch reduces the Attribute. To look like someone else, the vampire must make an Intelligence + Disguise roll (difficulty 10) (refer to the Changeling Change Chart for quality of success).

•• Fleshcraft

This power allows the vampire to drastically alter flesh, be it her own or another's. The vampire must lay hands on the subject and mold the desired alteration. She can shape the flesh into any shape or texture. Fleshcrafting provides no special benefit to the subject other than a cosmetic one; however, the effects are permanent. Tzimisces often use this to improve a person's looks or as a curse. For the curse, the vampire will grab the skin of her victim and pull it out of shape.

System: Fleshcrafting requires a Dexterity + Body Alteration roll; use the same success chart as Changeling, as well as the same blood cost. Additionally, the vampire must first successfully grapple to use this power on an unwilling victim. If the vampire is using this power to reduce the victim's Appearance, it decreases by one point per success.

••• Bonecraft

This power allows the vampire to shape bone in the same manner flesh is shaped. This lets the vampire create a number of horrible effects limited only by his imagination. This power must be used in conjunction with Fleshcraft unless the character intentionally wishes the bones to stretch the skin, possibly ripping or puncturing it and causing extreme pain.

System: Bonecraft works like Fleshcraft, but requires a Strength + Body Alteration roll. If Bonecraft is deliberately used without Fleshcraft for the purpose of inflicting injury, the victim takes one die of damage for each success the crafter rolls (difficulty 7) and will be horribly disfigured.

•••• Horrid Form

This power enables the vampire to assume the form of a real monster. In one turn, the vampire's entire body transforms into a seven to eight-foot-tall creature with grotesque features. The vampire has clawlike, seven-fingered hands, a row of bony spines protruding from her vertebrae, a horribly deformed head, huge muscles and thick blackish-gray skin covered with a slick, black, oily residue. Oddly enough, all vampires using this power take this form, though each has slight variations.

System: In this form, the vampire's Strength, Dexterity and Stamina all increase by three, while Social Attributes are reduced to zero. Damage done via hand-to-hand combat is increased by one due to the bony knobs and ragged nails on the creature's hands. It costs two Blood Points to assume this form.

••••• Inner Essence

With the Inner Essence, the vampire can turn parts of his body to blood and then reform them later. The body can be turned into a maximum of 10 Blood Points, and this blood can be left in one place, used to create a Blood Bond with another vampire, or imbibed by the creator. If all the blood is ingested or otherwise destroyed, however, the vampire ceases to exist.

System: The vampire chooses what part or parts of her body to turn to blood. Each leg and the chest can turn into two points' worth, while the abdomen, arms and head can each become one point. This can reform into the body part as long as it has not been ingested or destroyed, and is in contact with the vampire. If the blood has been destroyed, the vampire must spend a number of Blood Points equal to what was originally created to regrow that part of the body.

Level Six

Blood of Acid

The vampire's blood permanently becomes an acid, as does any blood he drinks. If it is spilled, it may cause aggravated wounds to an opponent who contacts it. Combined with Inner Essence, the vampire can make some very surprising attacks. While the vampire no longer has to worry about diablerie, he cannot create new vampires or ghouls. The acid blood would kill them.

System: Each Blood Point that contacts a target does five dice of damage. The acid blood will eat through wood, but not metal or glass. The blood will spew toward anyone who hits the vampire in melee combat (assume one Blood Point is emitted per Health Level inflicted). The victim of the attack can try to make a Dexterity + Dodge roll (difficulty 8, or 9 if the attacker used the Wolf's Claws Protean power) to avoid getting hit. One success negates one Blood Point.

Body Arsenal

The vampire can use her own body to create weapons. The vampire can manifest claws similar to the Protean ability Wolf's Claws, but this power goes far beyond that. It can create knives, swords, clubs, whips and most other melee weapons the vampire can imagine (no projectiles). The attack and damage numbers are identical to those of regular weapons, but the damage caused is aggravated.

Plasmic Form

This power is similar to Inner Essence, but its user can manipulate the blood once it has been created. He can move any or all of the blood, and can thus travel through cracks, under doors, etc. The vampire is immune to all attacks other than fire or sunlight while in this form. The vampire can travel as a pool of red liquid or appear completely normal except for the red coloration (although he will still be a mass of blood held in bipedal form by surface tension). The vampire in the liquid state can speak and walk normally.

The vampire and his body parts will not really be solid, so while bullets and fists will splash harmlessly through him, he will not be able to hit anyone, drink blood, or engage in any other physical activity. The vampire may use mental Disciplines in this form unless they require eye contact.

Level Seven

Cocoon

The vampire can form a cocoon composed of a strange material excreted through his body. It appears to be a white, hard carapace shaped vaguely like a coffin. The cocoon protects the vampire with a soak value equal to twice that of the vampire in it. The cocoon protects her from all harm, including sunlight.

The vampire can only create a cocoon for himself; it takes about 10 minutes to do so. The vampire may remain in it indefinitely, even during torpor. Inside the cocoon, the vampire will be able to hear, but not see, what is going on. However, the vampire will be unable to communicate with those outside. The vampire may still use his mental Disciplines. The cocoon is useful as a makeshift coffin and it can be transported safely during daylight hours. The vampire may dissolve it at will.

Flesh Rot

The vampire can cause a disease similar to advanced leprosy in anyone whom he touches, be the victim Kindred or kine. The horrific nature of this disease causes most who see the victim to flee in disgust, and none but the victim's closest companions will willingly associate with her.

System: The severity and duration of the disease is based on a Stamina + Medicine roll (difficulty 9). It takes one day for the disease to progress through each level of success, up to the maximum rolled. So, if three successes were rolled, on the first day the victim would lose one point of Stamina. On the

second day, the person would lose another point of Stamina. On the third day, the victim would lose another point of Stamina, one point of Strength, and one Health Level. All changes are permanent.

1 success	Victim loses one point of Stamina
2 successes	Victim loses the above, plus an additional point of Stamina
3 successes	Victim loses the above, plus another point of Stamina, one point of Strength, and one Health Level.
4 successes	Victim loses the above, plus another point of Strength, one point of Dexterity and another Health Level.
5 successes	Victim loses the above, plus an additional Health Level.

Level Eight

Bauble

This power allows the vampire to turn into an unliving object ranging in size from a small gem to an object of the vampire's normal size. This power can transform the vampire into either a natural or an artificial object. The vampire has all the physical properties of the object, but retains his own mental capacity, including the use of this Discipline and all non-physical Disciplines. The vampire may be easily transported, though sunlight still inflicts damage. Unfortunately, the vampire's aura will still be visible.

Breath of the Dragon

This power allows the vampire to exhale flames much like a flamethrower without doing damage to herself.

System: The fiery breath affects a six-foot square area. The target number to hit someone with the flames is six. Each hit causes one die of damage, which will continue to burn until extinguished; the victim may soak the damage but will have to continue doing so every turn. Additional hits add to the original damage number.

Level Nine

Doppleganger

This power allows the vampire to assume any form imaginable, as long as it is not less than half or more than twice the mass the vampire normally possesses. The vampire may or may not be able to use certain Disciplines, based on the form chosen (left to Storyteller's discretion). The vampire cannot gain any new Disciplines by using this power, but can increase natural Attributes and natural Abilities (again, the nature of these increases is left in the Storyteller's hands).

System: No roll is required for the vampire to make the change, but a Blood Point must be spent. Note that if the vampire takes a form which would by its nature inflict damage to her, such as fire, she will suffer that damage normally.

Meld with the Land

The vampire can become one with the earth, dissipating his body into the surrounding area. Unlike Earth Meld, this makes the vampire immune to any real harm short of a force which destroys the dirt in the area, and even then the vampire may have time to move to inhabit safe soil. The vampire hears everything that goes in the area he inhabits. He cannot see or hear, but the vampire does have a mystical sense superior to any other senses, and it allows him to intuitively know all that occurs in his presence. The vampire will be able to use mental Disciplines while in this form and may use this form while in torpor.

Level Ten

Reform Body

This is the ultimate power of Vicissitude. It allows the vampire to reform his body after it has been destroyed. The spirit of the vampire is able to take the ashes and rebuild the body. This may take years, but the vampire is almost indestructible. The vampire may not be able to reform his body to its prior appearance, but may come very close.

Thaumaturgy

The Tremere *antitribu* have developed at least one new Thaumaturgic path, and are rumored to have developed more with the assistance of the Tzimisce vampires. The paths may be known to Tremere outside the Sabbat, but not very many, since the Sabbat carefully guards its secrets. The Tremere *antitribu* also know most of their clan's own paths.

Gift of Morpheus

This path of Thaumaturgy allows the vampire to put others to sleep and enter their dreams. The path does not allow the vampire to enter a real dream dimension, but rather the mind of the sleeping mortal via some unexplained type of telepathic link. The path has a mental effect, and other mind-influencing Disciplines, such as Auspex, Dominate and Presence, may be used in conjunction with this path.

- **Cause Sleep**

The vampire is able to make a person within her line of sight sleepy just by concentrating. The person may still be awakened by loud noise or someone trying to rouse him.

System: The vampire must make a roll using her own Manipulation + Empathy (difficulty equals her opponent's Willpower + 3, to a maximum of 10). Three successes put the

target to sleep, while one or two reduces the victim's Dice Pools by that amount for the next turn. This power only affects vampires if the user spends a point of Willpower.

•• Mass Slumber

The vampire can put several individuals to sleep at once. This power only affects mortals, and only those the vampire can see.

System: The vampire makes a Charisma + Leadership roll (difficulty 8). The number of successes indicates the amount of sleepiness as per Cause Sleep, but each target is affected to the same extent.

••• Enchanted Slumber

The vampire can cause mortals and even Kindred to fall into an enchanted slumber from which they cannot awaken until a certain task has been performed (such as a kiss from Prince Charming). The vampire must decide what special condition must be met for the victim to awaken. While the condition does not have to be easy, it should not be impossible.

System: The vampire must roll to determine how long the person can be kept under the enchantment before it wears off on its own. The number of successes on an Intelligence + Subterfuge roll (difficulty equal to the victim's Willpower) determines the maximum duration should the task to break the enchantment remain unfulfilled. The user must also spend a point of Willpower to affect vampires.

1 success	One Turn
2 successes	One Night
3 successes	One Week
4 successes	One Month
5 successes	One Year

•••• Dreamscape

This power lets the vampire telepathically project his own image into the mind of a sleeper. The vampire has no real control over the dream, but may utilize any Disciplines or Abilities he possesses in real life while inside the dream. The sleeper may or may not remember the vampire in her dreams, depending on how well she usually remembers her dreams.

System: The vampire must possess something belonging to the target and succeed in a Wits + Dreaming roll (difficulty equals the target's Willpower, even if the victim is willing). The effect lasts for the length of one dream.

••••• Master of Dreams

The Master of Dreams controls the dreams of the sleeper, shaping them as she wills. The vampire is able to make the person remember or forget the dreams. She may manipulate them in any way she can imagine, even inducing the death of the dreamer from sheer terror. Combat can be handled normally; the vampire may use all her Disciplines as if she were awake. If either dies, the death is permanent.

System: The vampire enters the dream as per Dreamscape, but must roll Manipulation + Dreaming (difficulty 7) to affect the dream in any substantial way. Note that once the vampire begins trying to manipulate the dream, the victim can do the same, making the same roll. Whoever has the most accumulated successes in any one turn determines what course the dream will take. The Master of Dreams must spend a point of Willpower to enter the dreams of other Kindred (and must make a Humanity or Path roll to remain "awake" during the day).

New Thaumaturgic Rituals

Most Sabbat skilled in Thaumaturgy know a few rituals, but most of those known are different than those known to the Tremere outside the Sabbat. The Sabbat and the Camarilla Tremere do share some rituals in common, but these were brought to the Sabbat by the Tremere who turned traitor.

The effects of these rituals last for one hour unless specified otherwise in the specific description.

Level One Rituals

Blood Rush

This ritual allows the vampire to create the sensation of drinking blood in himself without actually having to do so. The ritual is used most often for pleasure, but it may also be used to prevent frenzy at the sight of blood. A vampire who has performed this ritual automatically succeeds in keeping the Beast in check. In addition, the vampire feels temporarily sated. This feeling lasts approximately one hour.

Dominoe of Life

This ritual allows the vampire to simulate one aspect of humans. The vampire can eat, drink or breathe just as a mortal can. The Thaumaturgist can assume the flesh tone of a mortal, cause her temperature to rise to 98.6°, make her heart beat, or anything else she desires. The effects last for one entire night.

Illuminate Trail of the Prey

This ritual causes an intended victim's wake to glow in a manner that only the vampire using the ritual can see. The footprints, tire tracks, etc., glow an almost neon color. Even ship wakes and airplane trajectories will be revealed. The ritual is nullified if the target wades through or immerses himself in water.

The vampire must have seen the person she wishes to track via this ritual. The vampire must have a starting point to begin this ritual, after which the path glows until the victim is found or manages to get into a position where he will not walk, ride or drive. The brightness of the path indicates how long it has been since the victim went past that location.

Preserve Blood

This ritual allows a vampire to preserve blood in a specially enchanted container. This ritual was very useful before refrigerators and it is still used heavily by nomadic Sabbat. The ritual requires a covered earthenware container large enough to contain the amount of blood the vampire wishes to store.

The vampire prepares the container by burying it in the earth for two nights. The following night the container must be dug back up. The container is opened and the blood is poured in, with a healthy sprinkling of burdock added. The caster recites a few incantations over the container before sealing it with wax. The container may be carried but, if broken, the blood will spoil at a normal rate. The container may be opened at any time, but may not be resealed containing the same blood. The earthenware container itself can be used again, but the entire ritual must be reenacted.

Will o'the Wisp

This ritual allows a Thaumaturgist to produce a supernatural ball of light. The ball of light travels as the vampire mentally commands. The ball of light, referred to as a Will o'the Wisp, can be made to travel anywhere within sight of the vampire and perform tricks.

Among the things the ball of light can do are: glow brighter, glow dimmer, divide into many smaller balls, fly about, bathe someone in its magical glow, swirl, remain stationary or perform whatever maneuver the vampire can imagine. This ritual is useful as a diversion or simply a light source.

This ritual requires a small branch from a willow tree. The vampire must recite the magical incantations and throw the stick into the air, whereupon it bursts into the ball of light. The light lasts as long as the vampire concentrates upon it.

Level Two Rituals

Craft Bloodstone

The Thaumaturgist using this ritual can make a small magical device called a Bloodstone empowered by a vampire's own blood. Cast on a real bloodstone, it allows the vampire to always know the exact location of the Bloodstone, no matter where it is. In many ways it is a mystical homing beacon. The Bloodstone provides only mental information, in a non-visual way. Thus, even though the vampire knows where the Bloodstone is, he cannot see it. The uses of the Bloodstone are innumerable. It can be used to track new recruits, enemies, ghoul slaves, other pack members, etc. The Bloodstone's powers wane only after a century or more of use (some have lasted more than 500 years.)

The ritual for the creation of a Bloodstone takes several nights to perform. First, a suitable stone must be found and left in a container filled with at least three Blood Points of the vampire's own vitæ. On each of those three nights, a special invocation is said over the container and the Bloodstone ingests one Blood Point. As each Blood Point disappears the blood in the container becomes more and more like water on the third night, when the Thaumaturgist removes it, t is completely clear. The stone will have an unnatural perfection and depth of color.

Eyes of the Night Hawk

This ritual allows a vampire to see through the eyes of a bird and hear through its ears. The bird chosen mus be touched by the vampire when the ritual is cast. The vampire is able to mentally control where the bird travels for the duration of the ritual. The bird cannot be commanded to perform any action other than flight.

The vampire must close her eyes in order to see through those of the bird. This ritual requires "magic birdseed." The birdseed is typical birdseed, but is soaked in a solution of black cohosh root, hemlock bark, heartsease and other bizarre ingredients. The bird must be fed the "magic birdseed" forthe ritual to work. Most birds will not turn down the magic seeds.

Machine Blitz

The vampire makes machines go haywire with this ritual. It takes effect instantly and lasts as long as the vampire concentrates on it. The ritual causes machines of any sort, including appliances, weapons, power tools, plumbing, electronics, etc. to animate to a certain degree, even to the point of attacking whomever the vampire desires. The ritual is much more effective when using cars, large machines or weapons.

The machines are not capable of full animation, but may perform any actions similar to those they are normally capable of. For example, a cassette player could spit out the cassette, spew tape everywhere, fall over, turn on, turn off and change volume. It could not slide over and hit a person or eject a tape with enough force to hurt someone. The exact effects should be left up to the Storyteller.

Power of the Invisible Flame

This simple ritual allows a vampire skilled in the Thaumaturgic path known as Lure of the Flames to create invisible fires. The flames are just as real, however, and while they cannot be seen, they can be felt. The ritual lasts one full night. There are no material components required for this ritual, but the vampire must cast the ritual around a fire of at least torch size.

Recure of the Homeland

The vampire can draw upon the soil of her homeland to heal any aggravated wounds she may have. The Thaumaturgist must have at least a handful of dirt from the city or town of her birth. She then places an enchantment upon it so it will heal her at a later time. One handful heals one aggravated wound, and only one handful can be used each night.

Any amount of soil may be so enchanted over a period of time, but this ritual can only be cast once per night. It takes one day for the soil to heal the wound. The soil turns gray and chalky after it works its magic, and cannot be used again.

Steps of the Terrified

This ritual lets the caster slow down any specific foe. The harder the victim tries to run, the slower she becomes. During the first turn, she moves at half her normal speed. If she tries to speed up, she slows to one-quarter her normal speed. Eventually, she slows to the point that she cannot move faster than walking speed. This ritual is often used to catch tricky prey or terrify an opponent. The vampire is often able to walk while the victim is trying to run, and still catch up with her. The material component of this ritual is a small cube of dried mud, perfectly square on all sides.

Summon Guardian Spirit

This power allows the vampire to summon a spirit for the express purpose of guarding him. The spirit aids the vampire in no way except to alert him to danger. Vampires often summon spirits to fill this duty while they sleep. The vampire is able to see the spirit summoned, but the spirit may not speak. In addition, the spirit will only be visible to the vampire during times of danger. Though the spirit cannot speak, it may communicate by ringing a bell, knocking on the bed, etc. The spirit serves the vampire for 24 hours.

Impassable Trail

The vampire can travel through even the densest woods without leaving any sign of her passing. The vampire will still leave a trail for vampires or Lupines with powerful olfactory senses, but this will be all. This ritual requires the vampire to wrap her feet in soft deerskin, and lasts for one night.

Level Three Rituals

A Touch of Nightshade

This ritual allows the vampire to poison victims by touch alone. The ritual causes the vampire to produce a magical effect similar to poisoning in the first person she touches after casting the ritual. The victim rolls Stamina + Fortitude (difficulty 8). One success means victim survives, but has terrible cramps for the night and increases his difficulties by two. If he makes two successes, the victim feels a little queasy, increasing all difficulties by one. If the victim rolls three or more successes, he does not feel a thing. The vampire Thaumaturgist using this ritual must rub a little juice from bittersweet, deadly nightshade, or some other potent form of nightshade on her hand for the ritual to work.

Clinging of the Insect

The vampire can crawl on walls and ceilings using this ritual. The only material component is a small living spider, which must be eaten alive. The vampire is then able to crawl upon any surface that will support her weight. Completely smooth, slick surfaces (such as Teflon or slime-covered glass) will negate this ritual.

Eldritch Glimmer

This ritual allows the vampire to draw upon some sort of magical force that bathes the vampire in a pale green glow. In addition, the vampire is able to fire bolts of energy from this magical source. Any number of bolts may be discharged, at a rate of one per turn, but each costs the Thaumaturgist one Blood Point. Hitting with the bolts requires a Perception + Firearms roll (difficulty 6); they do three dice of damage each. The material component for this ritual is a piece of sandstone soaked in vinegar.

Fire in the Blood

This ritual allows the vampire to cause the victim's body to become extremely warm. The victim can feel the heat from her blood as it passes through her body. The effects of this ritual are extremely painful. The heat starts slowly, but as the victim becomes more and more active, the blood becomes hotter and hotter. The victim suffers an aggravated wound every time she does something which involves rolling a Physical Attribute, unless she can make a simple roll using Wits + Medicine (difficulty 7) in order to calm down enough for the blood to cool. The victim is thus forced to remain inactive or face extreme pain and injury. No material components are required for this ritual.

Friend of the Trees

This power causes those who try to follow the vampire through woods to become entangled in roots, branches, and vines that just seem to be in the way. The power has the subtle effect of causing trees to animate slightly to provide this protection. Those trying to follow the vampire will only be able to move at half their normal speed. This ritual can only be performed in woods, and requires the vampire to plant an acorn.

Rotten-wood

This ritual protects the caster against wooden stakes and similar wooden weapons. It makes wooden objects so rotten that they crumble to dust. The ritual must be set up in advance, but for the entire night all the vampire has to do is speak one magical command word to turn any wooden object she touches to dust.

Summon Mischievous Spirit

The vampire with this power is able to summon a poltergeist. The poltergeist will cause a ruckus, messing with appliances, furniture, plumbing, electronic devices and any other types of inanimate objects. The spirit may cause almost any object to animate and move about, but it will seldom

directly harm a person. However, it will readily cause indirect injury, such as dropping a chair on a victim's head or causing a knife to fly across the room.

It is important to keep in mind that the spirit does not intend to harm the victim — it just wants to annoy the hell out of him. The effect of this spirit is left up to the Storyteller. The length of time the spirit stays is based on the number of successes the vampire rolls using Charisma + Spirit Lore (difficulty 7).

1 success	One Hour
2 successes	One Night
3 successes	One Week
4 successes	One Month
5 successes	One Year

Level Four Rituals

Bottled Voice

The Thaumaturgist draws out an individual's ability to make any sound with the voice. The victim remains mute for as long as the vampire has the voice in his possession. The voice is removed with a verbal incantation and forced into a bottle with somatic signs. The bottle must then have a wax seal placed upon it. The victim is then unable to speak, but otherwise unaffected. The vampire employing this ritual can keep the victim's voice as long as the seal and the bottle itself remain unbroken.

Drawing upon the Bound

This special ritual allows a vampire to utilize the Disciplines of any individual, Kindred or kine, who is Blood Bound directly to her. This ritual does not work for the Vinculum created by the Vaulderie, as the individual must be Blood Bound directly to the vampire. This ritual is used most often with ghouls, calling upon their Potence or other Disciplines. The victim cannot use the Traits while the vampire does. This ritual requires the vampire to carry a small vial containing a drop of the Bound individual's blood.

This ritual was originally employed in Haiti, but has rapidly spread. Unfortunately, it is of much less use to Sabbat than it is to most other Kindred.

Fire Walker

This ritual protects the vampire from fire for a short period of time. The ritual temporarily toughens the vampire's skin, and lasts up to one hour. The vampire may still be burned during this time, but gets twice the normal soak against flames. The vampire is by no means invulnerable and would be extremely dumb to actually walk through a fire, but this ritual can allow the vampire to participate and even show off in the Sabbat rituals involving fire. The material component of this ritual is a specially made salve rubbed on the soles of the vampire's bare feet.

The Haunting

This ritual summons a spirit to frighten a target tremendously. It will play tricks on the person like a poltergeist, but the Haunting Spirit will try to cause a person to faint or have a heart attack (mortals only). The spirit will not directly harm the victim, but it may have almost the same effect without doing so. To determine if a mortal has a heart attack or faints, the spirit must make a resisted roll using its Fright rating + Intimidation (difficulty equal to the victim's Stamina + [Courage or Morale]). This spirit usually has little effect against Kindred.

1 success	The victim is severely scared but no real harm is done.
2 successes	The victim is so shocked she cannot do a thing for several minutes, possibly hours.
3 successes	The victim faints.
4 successes	The victim goes into a state of shock and may suffer long-term psychological trauma.
5 successes	The spirit causes the victim to have a heart attack, killing the victim (if mortal) unless the victim can make a resisted roll using her own Stamina + Self-Control (difficulty 8). Survivors may very well have their hair turn white.

The spirit will remain for a period of time based on the number of successes the vampire rolls using his Charisma + Spirit Lore (difficulty 7).

1 success	One Hour
2 successes	One Night
3 successes	One Week
4 successes	One Month
5 successes	One Year

Haunting Spirits have Fright ratings between 3 and 5 (each point adds one die to attempts to frighten), and Intimidation ratings between 2 and 5, at the Storyteller's discretion.

Invisible Chains of Binding

This ritual allows the vampire to create a supernatural force that holds a victim immobile. The victim is actually chained with invisible and intangible chains that force her to remain where she is. The victim may try to move, but the chains are too strong to break unless the victim can make a simple roll using Strength (difficulty 8) and score two successes in one turn (Potence affects this roll normally). Up to four victims may be chained through the use of this ritual. The vampire Thaumaturgist must make bold hand gestures but no material component is required to cast this ritual.

Keening of the Banshee

The vampire makes a horrific sound so loud as to be deafening. The person closest to the vampire when this ritual is used suffers the full brunt of the assault. His hair turns white and he ages somewhere between 1-10 years (if mortal). The ritual's effects are instantaneous. The material component for this ritual is a necklace bearing a pendant carved from an old tombstone. For obvious reasons, this ritual has little effect on Kindred, but Lupines are affected normally.

Mirror Walk

The vampire can step into any mirror large enough for him to crawl through, and use it as a supernatural portal and transport to the closest mirror large enough for him to exit. If no mirror is present, the vampire exits through the closest sheet of glass. The vampire may use this ritual to transport from place to place, but it is especially useful during escapes. The mirror "liquefies" when the vampire Thaumaturgist steps through, forming ripples. Once the vampire has stepped through, it reverts to its original shape, but the vampire cannot be seen.

The material component is a ring bearing an emerald, which glows when the ritual is in effect. The vampire may transport one additional person, pulling him through by the arm. If anyone tries to enter after the vampire has stepped through, but before the mirror stops rippling, the individual is cut in half. Half ends up in front of one mirror, while half ends up in front of the other. The Storyteller may wish to allow the individual a roll using Dexterity + Dodge (difficulty 7) to see if he makes it through without getting killed.

Respect of the Animals

The vampire who casts this ritual may travel through the wilderness without danger from animals. Animals will not be afraid of the vampire, nor will they dislike her. Animals will accept the vampire as an equal and allow her to pass, though they will not aid the vampire in any way. No components are required, and the effects last for four hours.

Level Five Rituals

Dominion

This ritual makes a highly effective defense. It requires three hours to set up, but it lasts for an entire week. The ritual is cast upon a specific location no larger than 500 cubic feet. The ritual prevents all uses of Animalism, Auspex, Domination and Presence performed by anyone except the caster within its bounds. In order for the ritual to remain effective, a seal made of iron must be embedded over all doors within the area affected by the Dominion. If even a single seal is marred or pulled out, the ritual is dispelled.

Eyes of the Beast

The vampire is able to mystically see through the eyes of an animal for 24 hours. The animal must be chosen and touched on the head by the vampire for this ritual to take effect. The vampire will then see whatever the animal sees, but will have no control over what the animal looks at or does. The vampire must close his own eyes in order to see what the animal sees. This is a particularly useful power when using the animal to keep watch over the vampire's haven.

Lion Heart

The vampire using this ritual may temporarily increase her abilities as a warrior. The ritual grants the vampire two points of Strength, one point of Dexterity, and one point of Stamina. The vampire's Courage or Morale is also increased by three points. Even beyond this, the vampire gains two extra points in her Brawl and Leadership Talents. The effects of this ritual lasts for 20 minutes.

The vampire using this ritual must rest within two hours after this ritual ends or she will begin to lose Health Levels at a rate of one every 10 minutes until she rests. This can be a very dangerous ritual to cast, but its effects are incredible.

Mindcrawler

The vampire employing this ritual creates a magical force in a victim's head which causes the victim to slowly lose his mind. The effects are dreadful and extremely effective. The Thaumaturgist simply places her hand on the victim's head for this ritual to take effect. The victim will feel only a minor burning sensation.

Over a period of one week, the victim begins losing his Mental Attributes. The first day the victim loses one point of Perception, the second day one point of Intelligence, the third day one point of Wits. The cycle repeats on the fourth day, with the victim losing another point of Perception, and so on for each day, following the same sequence until the victim's Mental Attributes are all reduced to one. The Mindcrawler then ceases.

The victim may rebuild his Mental Attributes at a rate of one point per week, applied to whatever Mental Attribute the victim decides to work on rebuilding. The material component for this ritual is a small tick dyed red and painted with a mystical symbol. The tick is then crushed and applied to the head of the victim.

Paper Flesh

This ritual causes a victim's Stamina and Fortitude (if she has the Discipline) to be reduced to one point each. The victim remains this way for one entire night. This can be a powerful ritual to cast on opponents who easily soak damage. However, if the victim is of seventh generation or less, she keeps one extra point of Stamina and Fortitude per generation less than eighth. Thus, if a vampire of fourth generation was hit by this ritual, the vampire would be allowed to keep four points of both Stamina and Fortitude in addition to the one point automatically left. The material component for this ritual is a piece of paper with a picture representing the victim. The caster rips apart the picture when this ritual is cast.

Spirit of Torment

This ritual allows a vampire to summon a spirit capable of making physical contact with those in the real world. The vampire may command the spirit to attack another being. The spirit will fight for the vampire as long as it is not in any personal danger. The spirit will stay only for a limited time; if it suffers any wounds while in a physical form, it will automatically leave. Otherwise, the length of time it remains is based upon the number of successes the vampire rolls using his own Manipulation + Occult (or Spirit Lore).

1 success	One Turn
2 successes	One Hour
3 successes	One Night
4 successes	Three Nights
5 successes	One Week

The spirit looks hideously inhuman and has the following statistics:

Physical: 13 points divided among the three
Social: Three points divided among the three
Mental: Seven points divided among the three
Virtues: Conscience 0, Self-Control 1, Courage 4
Talents: Brawl 4, Empathy 3, Intimidate 3
Skills: Stealth 3
Knowledge: Occult 1, Spirit Lore 2
Disciplines (equivalents): Auspex 2, Fright 3 (adds one die per level to any attempt to frighten), Obfuscate 5, Potence 1, Spirit Sight, and Manifestation (allows the spirit to assume a physical form; the spirit can remain in physical form for one turn for every Willpower point expended)
Humanity: 0 **Willpower:** 7

Thirst Unquenchable

The vampire creates a thirst that cannot be quenched within another vampire. Only half the vitæ the victim consumes for the rest of the night will actually replenish the vampire. The victim is more likely to frenzy as well (difficulties are increased by two). The material component is a handful of salt.

Level Six Rituals

The "Gift"

This ritual allows a vampire to grant part of her own Disciplines to another by laying her hands on the target. The exact Discipline(s) and number of points given is up to the granter of the "Gift." The ritual requires five minutes per point transferred, and the vampire must make an Intelligence + Occult roll (difficulty 6) to judge how much of a Discipline has been transferred. If the vampire succeeds, she judged

correctly and knows when to end the ritual. If she fails in the roll, she stops too soon for the full "Gift" to be given or waits too long and grants too much. If a botch is rolled, the Thaumaturgist loses the points to be given, but the receiver does not get them. They are lost.

The "Gift" is used very infrequently, as would be expected. It is used most frequently by the eldest of the Assamite *antitribu* to pass along all her Disciplines to her fellow clan members before she is ritually slaughtered. The "Gift" is also used occasionally as a form of reward or boon. The vampire granting the "Gift" must pay the same price as if she had never had the Discipline before to increase it. So, even though the vampire had a rating of five in Potence before the "Gift," she now has a rating of three. If she wants to increase her Potence again, it will cost her the normal amount for a vampire of her clan.

Iron Mind

This ritual makes its target invulnerable to Auspex for one night. The ritual requires an earring, hat pin or other object containing iron to be worn on the head. The object must have the ritual cast upon it. The object then creates what could be called "psychic static," blocking all uses of Auspex against the person wearing the object. The individual using the Auspex will know something is wrong, but not what.

Spider's Web

The vampire is able to create a web that resembles an actual spider's web in all respects, except the web is big enough to fill a large room, and sticky and strong enough to capture and hold victims. The vampire spins a web using her hands, spreading it out to make a web of any shape desired. The vampire is able to use this web to coat a haven for protection or some other area to trap food. It is not possible to use this webbing as a form of attack, because the web comes out slowly and must be woven into shape.

The vampire is immune to any webbing she has created herself and cannot get stuck in it. A victim is allowed to try to pull loose by scoring three or more successes on a simple roll using Strength (difficulty 6; Potence works normally). A person may make a simple roll using Dexterity + Dodge to see if he can avoid stepping into the web when he tries to get past it. The material component is a black widow spider that must be crushed and eaten.

Level Seven Rituals

Chill of the Windsaber

This ritual enables the vampire Thaumaturgist to create a sheet of telekinetic force so thin and so accurate that it can decapitate anyone toward whom the vampire points his finger. The effects of this ritual are additionally terrifying because all the viewers see is the head separating from the body. The effects of this ritual are deadly to almost any

creature with a head, including vampires. The Thaumaturgist must make a Perception + Firearms roll (difficulty 8) to target the windsaber. The victim does get a slim chance to avoid the effect by making a single success on a simple roll using Dexterity + Empathy (difficulty 9). A one-inch by two-inch piece of thin, clear glass is required. It must be snapped in two by the Thaumaturgist for the ritual to activate. The vampire casting the ritual does not have to see the target, but must know where she is.

Shadow of the Wolf

This powerful ritual actually lets the vampire become a Lupine for one night. The vampire must develop a separate Lupine character using his basic statistics. The type of Lupine depends on the exact nature of the ritual. There are several variations of this ritual; each imbues a different form. The vampire is subject to the same limitations and advantages that all Lupines possess. The material component is a cloak made from the skin of a wolf.

New Backgrounds

Alternate Identity

You maintain an alternate identity within another sect or clan. Only a few know your real name and identity. You serve your sect or clan by gathering information about the enemy.

This Background is much more common among the Tremere of the Camarilla than any other group. It is virtually impossible for a spy to infiltrate the Sabbat, so the handling of this is left to the Storyteller's discretion.

Some of these vampires are only part-time spies or sleepers. They do not actively gather information, but they can stay in enemy territory unsuspected by most. The rest of the vampires are full-time spies. They do not maintain their real identity at another location, and they are always actively gathering information or accomplishing tasks. Depending upon which type of spy you are, you may or may not be able to live your own unlife. You might have to constantly live the Alternate Identity for the length of the mission.

You have developed trust among those upon whom you spy and, at your discretion, your mission is known only to your liaison, to whom you pass on information and from whom you receive your orders. You may or may not have real friends among the enemy, but you must never reveal your secret to anyone.

The following descriptions are for full-time spies. Part-time spies are not as trusted and may not increase beyond a rating of two without good roleplaying. Tremere *antitribu cannot take this Background Trait.*

- • You are new at this spy game. You have not developed complete trust and you will be a prime suspect if something goes wrong. You have virtually no clout or access to information.
- •• You are a capable spy. You have a fair reputation and the trust of a few good friends within enemy ranks. Your access to information is limited.
- ••• You have had years to build up a good reputation. You are well respected and you are trusted as well as any vampire is trusted by another. You are privy to some private conversations between leaders, but not a whole lot.
- •••• You are of high status and respect among the enemy. You will not be suspected of any wrongdoing. You have the trust and friendship of many powerful Kindred. You have access to most information discussed in private.
- ••••• You are the ultimate spy. You are trusted by almost everyone, and many owe you big favors. You have so many secrets that you could keep most mouths shut if they were to find out who you really are. You are trusted by the prince and the primogen, and you may even be one of them if you choose the appropriate Background Traits.

Black Hand Membership

You are a member of the notorious Black Hand. Of course, you must be a member of the Sabbat in order to take this Background. You are a full-fledged member of the Hand with all the rights and responsibilities that accompany the position.

You may call upon other Hand members for assistance in times of great need. They also have the right to call upon you. You will be given great opportunity for both diablerie and destruction. There is a certain prestige that accompanies being a Hand member. You must answer when your leaders call and you must obey the leaders of the Sabbat as well as those of the Black Hand. Early in your career as a Hand member, you will be given the most dangerous assignments. You will also be involved in Crusades that will take you away from your pack.

Your rating in this Background shows your relative position in the Black Hand.

- • You are a lowly grunt.
- •• You are known and respected in the Hand.
- ••• You are equal to a lieutenant in rank, even though the Hand has no defined ranks. You may lead a small force of the Hand.

- •••• You are a well-respected leader in the Hand. You are the equivalent of a major in rank. You are allowed to order and lead a large group of Hand members.
- ••••• You are a dominion in the Black Hand. This is the equivalent of a general in the military. You may order and lead large numbers of Black Hand members.

Pack Recognition

In addition to Clan Prestige and Sabbat Status, there is another area of social distinction — Pack Recognition. It acts much like Prestige or Status, influencing other vampires to act in a manner you desire; however, it is limited to your own pack. The amount of Recognition you possess defines your relative leadership position within your pack.

While it may seem Sabbat Status would overwhelm Pack Recognition, the members of your pack see you only by your Pack Recognition rating. Thus, you could be a bishop and still be so disliked by your packmates that they would not support you. It is important to have your pack's support if you want to ever achieve real power. Unfortunately, Recognition occasionally runs at odds with Prestige and Status.

- • You are accepted in the pack.
- •• You are well liked by most of your fellow pack members.
- ••• You are treated with great respect by your comrades.
- •••• You are considered a pack hero.
- ••••• You are unmistakably the leader of the pack.

Background Changes for Sabbat

Allies

Sabbat do not keep mortals as allies. Mortals are weak and would lead to trouble for the Sabbat. This means any allies a Sabbat may have are ones made before joining the sect. If Sabbat leaders find out that a Sabbat has mortals as allies, they will dish out drastic punishment to the vampire and kill the mortal allies.

Contacts

Sabbat may still have mortal contacts, but they must never reveal to them that they are Sabbat. If a human contact were to find out, the contact would disappear — permanently.

Fame

Most Sabbat avoid turning movie stars into vampires, but it has happened. Fame can bring unwanted attention to the sect, so those with Fame cannot use it in any real way. They have to be very careful or else their own leaders will kill them for being threats to Sabbat security.

Herd

Most Sabbat keep small herds, since large ones can be a threat to security. Sabbat are not encouraged to keep more than seven vessels. Usually, Sabbat drink from whomever they damn well please.

Influence

The Sabbat has great influence in mortal society, but the sect usually leaves it alone. The typical Sabbat is advised to stay out of mortal matters, as they do not concern him. A Sabbat not in a leadership position should not have Influence. If he does, he may get in trouble if he flexes his political muscle.

Mentor

A Sabbat vampire may have a mentor. The mentor may be the vampire who Embraced her, or it may be another pack member who takes an interest in her. Her mentor may even be outside her pack. One example is that of the City Gangrel *antitribu*. While they are loners, almost all of them have a mentor early in their unlives. The mentor is always another City Gangrel *antitribu*.

- • Mentor is a priest or ancilla
- •• Mentor is a bishop
- ••• Mentor is an archbishop
- •••• Mentor is a priscus
- ••••• Mentor is a cardinal

Retainers

Sabbat will not have retainers unless they are ancillæ or older. The Sabbat does not let the young run about with a bunch of humans who know their secrets. Even the Sabbat who do have retainers will only have one or two, and these will most likely be ghouls. Sabbat have no preference for humans over animals, since many Sabbat consider both to be equal. If anything, Sabbat prefer animal retainers such as dogs or cats. The Country Gangrel *antitribu* are known to prefer coyotes, wolves and bobcats.

Sabbat Status

Sabbat Status is similar to that of the Camarilla, but the Sabbat has more defined positions of leadership. Most Sabbat with Status are leaders, but this is not always the case. Status can play an important role in getting and keeping a leadership position.

- • Priest or pack leader/Well-known
- •• Templar or paladin/Respected
- ••• Bishop/High Status
- •••• Archbishop/Powerful
- ••••• Priscus/Luminary

New Merits and Flaws

Merits and Flaws were introduced in **The Players Guide**, and these new ones supplement those already listed. They may be used with any characters, though some are more effective when used for Sabbat characters. In addition, any Merits and Flaws within **The Players Guide** may also be used.

Psychological

Lunacy: (2pt Flaw)

You are affected by the phases of the moon. On nights of the new moon you are extremely passive, but on nights of the full moon you are extremely emotional and volatile. During the waxing moon you are pleasant and more focused on your tasks. During the waning moon you are a little apathetic and touchy. During the entire cycle of the moon, you vary your emotional level to suit the stage of the moon. This Flaw is made truly effective with good and accurate roleplaying, though the Storyteller can enforce it through frenzies.

Aptitudes

Natural Leader: (1pt Merit)

You are gifted with a certain charisma that sets you apart from the rest. You have the natural ability to lead others. You get to reduce the difficulty level by three in any situation directly involving leadership.

Supernatural

Enchanting Voice: (2pt Merit)

You have an almost magical voice, beautiful beyond words. You may add two dice to all rolls directly involving the use of your voice, such as leadership, seduction, singing, etc. Depending upon the circumstances, the Storyteller may allow you to use two extra dice when making any type of roll involving Presence.

Lunar Influence: (1pt Merit)

The moon has an unusually strong effect on you. During periods of the new moon, your Strength, Dexterity and Stamina are cut in half (round down). During periods of the full moon, your Strength, Dexterity and Stamina are increased by half again. During the waxing and waning phases, the Attributes are normal.

Magic Sensitivity: (1pt Merit)

You have a supernatural gift that allows you to know if any magic is in use or has been used recently within a 10-foot radius of yourself. This includes all supernatural Disciplines as well. How much you know about the magic depends upon the number of successes you roll using your Perception + Occult (difficulty 8).

Silence: (1pt Merit)

You have an unusual ability to move quietly that goes far beyond the norm. Reduce the difficulty on any Stealth roll involving moving quietly by two. You are even able to move quietly over dry leaves. Should the wind blow while you are moving, there is no way to hear you.

Mystic Ability: (2pt Merit)

For some reason, you have visions. The visions are not necessarily precognitive, but like precognition, the visions occur outside your control. You may make yourself more sensitive to them through ascetic practices, but you can never consciously induce a vision. Then again, you may have a vision as you are walking down the street minding your own business. Unlike Precognition, the visions are always steeped in symbolism, and they apply only to your own unlife. The particulars of how and when this Merit works are left to the Storyteller.

Sanctity: (2pt Merit)

For some reason, everyone considers you pure and innocent, though certainly not naive. You have a saint-like quality that is hard to put a finger on, but others tend to see it in you. You are trusted, even if you are not trustworthy. You tend to receive lesser punishments for wrongdoing and are liked by most.

Oracular Ability: (3pt Merit)

You see signs and omens in everyday life. You are able to understand many magical portents that are revealed to people every day, but are seen by few and interpreted by less. You are able to draw advice from these omens, for they provide hints of the future and warnings for the present.

Seeing an omen or sign requires a simple roll using Perception + Occult (difficulty based on the degree to which the sign is hidden; the most obvious have difficulties of 5). Once the sign has been seen, it must be interpreted. You can interpret it using Intelligence + Occult (difficulty level based on the intricacy of the sign; average 6). The number of successes determines how much meaning can be gleaned from the sign.

Precognition: (4pt Merit)

You have the ability to perceive events before they happen. This ability is not under your control. The premonitions come to you when you least expect them. The focus of the premonitions is not under your control either. This ability can greatly impact the story, and the exact nature of the effects is left up to the Storyteller. This Merit should not be used to cause problems in the game, but to intensify the experience through additional drama.

Innate Magical Ability: (5pt Merit)

You have some sort of magical ability that makes you unique. The ability is different from any normal vampiric power or Discipline. The exact nature of the ability should remain somewhat mysterious to you, though you have some say in what the ability is. The ability has an estimated power level similar to a Level Three Discipline.

Nine Lives: (6pt Merit)

Fate has granted you the opportunity to come as close to Final Death as anyone can get and still survive. You basically have nine lives. If a situation arises in which you should be killed, you actually survive, though you may be the worse for wear. What happens is that if a roll is made that would kill the character, the roll is made a second time. If that roll fails another can be made, and so on, until the roll succeeds or the Merit is used up. You get nine opportunities to make rerolls, and these opportunities are never replaced after they have been used — once they are gone, they are gone. A list should be kept somewhere on the character sheet to record how many rerolls have been made.

Cast No Reflection: (2pt Flaw)

You actually cast no reflection in mirrors, just like the vampires of legend. This can have a very detrimental effect when trying to pass as human. At least you can stalk prey in a house of mirrors with relative ease. Lasombra cannot take this Flaw.

Eerie Presence: (2pt Flaw)

Other people get a strange feeling when they are around you. You seem to make others very uncomfortable, especially animals and mortals. You have a two-dice penalty to any social action. When and how this penalty applies is left to the Storyteller. Many Tzimisces possess this Flaw.

Kindred Ties

Family Member: (1pt Merit)

A member of your mortal family is also a vampire. You have a good relationship with the family member and he will come to your aid if you call. However, he may also call upon you for aid some day. If the family member is close by, this is a two-point Merit. If the family member is in your pack, it is a three-point Merit.

Pack Distinction: (2pt Merit)

You have a certain degree of fame within your pack. The reason relates to some great heroic action that possibly saved many of their unlives. You may consider this two points that can be added to Pack Recognition. You may not be pack leader, but you may be more respected than the leader.

Special Rapport: (2pt Merit)

You have a special bond with another vampire that extends beyond any other type of bond you know of. You may or may not love the other vampire, but you have a special link to her. This link allows you to always know when she is in trouble, when she is in pain, when she is lying, and when she needs you. In return, she knows the same about you. Both characters have to buy this Merit. This Merit should not be abused by allowing a relatively weak character to choose a powerful one, unless this is approved by the Storyteller.

Pack Punishment: (1pt Flaw)

You are bound by some special punishment imposed on you by your pack for doing something in opposition to pack rules. You are limited from doing something you normally could do, such as making solo trips, going with the pack out of town, hanging around the Rack, associating with certain individuals, and so on. The exact nature of the punishment is left to you and the Storyteller.

Pack Rival: (1pt Flaw)

You have an intense rivalry with a member of your pack. You are always competing with this individual, either for fun or out of spite. You have been known to go to extremes to best this individual, and he has been known to do the same to you. Your rival occasionally gets the best of you, but you do the same to him.

Special Responsibility: (1pt Flaw)

You have some sort of duty that you are required to perform for the entire pack. You are not really given any special credit for doing it, but if you were to stop you would lose much of its respect. The exact nature of the duty can be anything. Some ideas are: act as pack messenger and coordinator, gather victims for Blood Feasts, cover up other pack members' messes, or issue loans to fellow pack members.

Pack Disgrace: (2pt Flaw)

You have done something that has brought shame to your pack and you personally. You lose two dice on all related dice rolls, and your Pack Recognition may be considered two points lower than it should be.

Pack Enemy: (2pt Flaw)

You have made an enemy within your pack. This individual would like to see you out of the pack and possibly destroyed: perhaps just because he doesn't like you or perhaps for a good reason. In any case, this pack member tries to get others to side against you, and he tries to ruin every positive thing you accomplish for yourself or for the pack. This is a three-point Flaw if the Pack Enemy is also the pack leader. The Vinculum scores between you and your enemy are automatically zero, and will never increase no matter how many times you partake of the Vaulderie together.

Probationary Sect Member: (4pt Flaw)

You are a defector. You turned traitor on the Camarilla, Followers of Set, or some other vampire group. You have just been accepted on probation into the fold. You still have much to prove before you will be an accepted member. You are treated well by most Sabbat, but you know you are not trusted. You are always assigned the most dangerous missions and you are always at the front of the fray. Your pack watches you like a hawk and limits your actions. You are not allowed to speak to Kindred outside the sect, you are not allowed to go anywhere outside pack territory without a fellow pack member, and you are required to prove your loyalty time and time again.

Mortal Society

Accepted Ally: (1pt Merit)

You have a useful connection in the mortal world, a connection of value even to Sabbat leaders. You are allowed to keep this contact as long as there are no complications. If the need should arise, you are expected to kill your contact to protect the Sabbat or prove your loyalty.

Approved Friendship: (2pt Merit)

You have a friendship with a non-Sabbat, either mortal or Kindred, that you are allowed to keep for some reason. Your friend must have some influence or ability that makes him valuable to the sect or else you would have been ordered to destroy him long ago. However, if the need arises, your leader may ask you to kill your friend.

Secret Friendship: (1pt Flaw)

You maintain a friendship with a mortal or a vampire outside the Sabbat, despite knowing that if you are discovered there is a good chance that both of you would be destroyed. You are always having to cover up this relationship. You must never reveal this secret or you will be in deep trouble.

Physical

Catlike Balance: (1pt Merit)

You possess an innately perfect sense of balance. You are able to land on your feet from a fall virtually every time. You receive two extra dice when rolling to retain or achieve balance.

Early Riser: (1pt Merit)

You always seem to be the first to rise and the last to go to bed. You always get up at least one hour before everyone else, even if you stay up until dawn. You seem to have the ability to exist on less rest.

Lazy: (1pt Flaw)

You are simply lazy. You do not like to do anything that requires a lot of effort on your part. You prefer to let others do the hard work. You like to lie around and, by vampiric standards, you are certainly a coffin potato.

Vulnerability to Silver: (2pt Flaw)

You suffer aggravated wounds from silver, just like a werewolf.

Infertile Vitae: (3pt Flaw)

For some reason you are unable to create new vampires. All those you try to Embrace die. Your vitæ is faulty even beyond that of Thin Blood. You may not create any childer no matter what you do. However, unlike the Flaw Thin Blood, you can use your blood just as all other vampires can.

Slow Healing: (3pt Flaw)

You are slow to heal all wounds. This can be dangerous for aggravated wounds. You can heal aggravated wounds only at a rate of one Health Level per five days, as opposed to one Health Level per day. You are slow to heal normal wounds as well, requiring two Blood Points per Health Level recovered.

Addiction: (3pt Flaw)

You are addicted to some substance in addition to blood. You make sure your victims have ingested the substance before you drink from them so you can enjoy the effects. The substance can be alcohol or any form of drug. You are more likely to frenzy if you do not get your fix for the night; the difficulty of all frenzy rolls increases by two.

Disease Carrier: (4pt Flaw)

Your blood contains a disease that affects the mortals upon whom you feed. It may not affect all of them all the time, but it does so regularly. Because of this, you are not allowed to participate directly in the Vaulderie. However, even though others will not drink your blood, you still have to drink theirs. You are not allowed to drink directly from vessels because you will contaminate them, so you have to remove the blood and pour it into a cup first.

Sabbat Virtues

The reason Sabbat have their own Virtues is that they are not the normal breed of vampire. They completely lack all Conscience and Self-Control, and their Courage is usually tied to that of the entire pack.

The Sabbat are not human. They know this. They do not pretend they are human. Instead, they consider themselves superior to humans, and behave in an inhuman manner. This must be translated into game terms in order for these aspects to have their full effect on play.

While **Vampire** says that if a character has no Humanity, the player cannot play him anymore, this is not true for Sabbat. This does not mean they have no code of behavior or morality. They do. The following Virtues are used to replace the Virtues used for most **Vampire** characters.

The use of new Virtues is not intended to make the game more difficult. It is simply to allow you to fully appreciate Sabbat vampires for what they are by human standards — monsters.

In the section on frenzies, you will see the differences between non-Sabbat Virtues and Sabbat Virtues. Sabbat almost always frenzy, but they gain some control over the Beast through these Virtues.

If a player wishes her character to regain the non-Sabbat Virtues that she once had, it is possible. The Sabbat Virtues must be purchased **away** (at the normal cost for gaining them), and in their place non-Sabbat Virtues must be purchased. This can be extremely tricky. During the period when the vampire has no points in Sabbat or non-Sabbat Virtues, she is unable to avoid going into a frenzy and unable to exercise any control over the Beast once in frenzy.

Callousness

But would north be true? Why should I? Why should I cry for you?
Dark angels follow me over a godless sea,
Mountains of endless falling, for all my days remaining,
What would be true? Sometimes I see your face, The stars seem to lose their place
Why must I think of you? Why must I? Why should I? Why should I cry for you?
Why would you want me to? And what would it mean to say, that "I loved you in my fashion?"
What would be true? Why should I? Why should I cry for you?

— Sting, "Why Should I Cry For You"

This Virtue replaces Conscience. This reflects the degree to which the vampire has closed his mind to the human aspect of his being. It defines how well the character can handle watching and committing brutal acts such as murder and torture. It also defines such things as a character's vengefulness, his capacity for cruelty, his arbitrary nature and his inability to understand humans.

The higher the character's score, the greater the vampire's capacity to witness atrocity and remain unmarred by what he sees. The Sabbat is a very vengeful and cruel organization, so the higher the character's Callousness, the easier he will fit in and the greater his chances for survival will be.

- • Viciously cruel
- •• Inhumane and sadistic
- ••• Psychopathic
- •••• Evil
- ••••• Totally corrupt and vile

Instincts

The great decisions of human life have as a rule more to do with the instincts and other mysterious unconscious factors than with conscious will and well-meaning reasonableness. The shoe that fits one person pinches another; there is no recipe for living that suits all cases. Each of us carries his own life-form —an indeterminable form which cannot be superseded by any other.

— Carl Jung, *Modern Man in Search of a Soul*

This Virtue replaces Self-Control. Unlike Self-Control, this Virtue describes how attuned the character is to the Beast inside. Unlike characters with Self-Control, a character with Instincts is not one who thinks through situations or practices self-discipline. Instead, the character relies on the internal instincts of the Beast at all times. She does things impulsively, sometimes getting herself in trouble. However, the Instincts will often be useful in getting her out of situations quicker than if she had thought them through. In addition, the greater the character's Instincts score, the greater her honesty, pride and freedom of emotion.

The Virtue functions as Self-Control in many respects, but in some cases it makes the vampire do something she does not like to do in order to survive. This Virtue may sometimes conflict with Morale.

Instincts is rolled to see if a character can "ride the wave" of a frenzy — in other words, control the frenzy to the extent that she can avoid self-destructive behavior. Thus, while the vampire is unable to contain her rage, a vampire with high Instincts can direct the rage in a more beneficial manner. One benefit of Instincts is that the Virtue is unaffected by the character's hunger.

- • Few instincts
- •• Sharp instincts
- ••• Animal-like
- •••• Predatory
- ••••• You are the Beast

Morale

Morale is a state of mind. It is steadfastness and courage and hope. It is confidence and zeal and loyalty. It is élan, esprit de corps and determination.

— George Marshall, *Military Review*

This Virtue replaces Courage when rolling to avoid the Rötschreck. Sabbat vampires are social creatures. They are courageous, but their personal courage is influenced highly by the morale of their entire pack. Morale functions the same as Courage in all respects, but may vary depending on the other members of the pack. When a pack faces a dangerous situation, check the Morale of the pack members one by one, starting with the leader and descending by rank or highest to lowest Morale, in that order. For every vampire who succeeds or fails a Morale check, the next Sabbat to check must add or subtract one die from his Morale roll respectively. However, the pack may boost a given vampire's effective Morale to a

maximum of twice normal (i.e., a vampire with a Morale rating of 2 may not roll more than four dice on a Rötschreck check, regardless of his companions' Morale).

- • Bold
- •• Dauntless
- ••• Steadfast
- •••• Gallant
- ••••• Valorous

What about Humanity, Willpower and Blood Pool?

Humanity is not used that often when playing Sabbat characters. Most Sabbat follow the Paths of Enlightenment developed by the sect over the centuries. Sometimes, new Sabbat survive the Creation Rites with a small amount of their Humanity intact. These characters are allowed to use Humanity rather than a Path of Enlightenment — at least initially. Eventually, nearly all Sabbat end up following Paths of Enlightenment, because Sabbat ideology conflicts with human morality.

At the beginning of play, the character may already be following a Path of Enlightenment. Usually, the character follows the same Path that his sire follows. This is because the character's sire is responsible for teaching the new vampire the ways of the Sabbat, and often the discussions relate to moral issues.

Willpower and Blood Pool are developed and used in the same manner that they are for all other vampires. Sabbat characters are allowed to develop their Willpower. They are not mindless drones of the sect.

Vinculum Ratings

There is also one category of new ratings not used for other vampires — the Vinculum ratings. The Vinculum is the Blood Bond between Sabbat. A separate rating is listed for each vampire with whom the character has shared the Vaulderie. The higher the rating, the stronger the Blood Bond. The player may wish to keep the character's Vinculum ratings a secret. This helps create intrigue and helps prevent other players from taking advantage of the character. However, the Storyteller should know all characters' Vinculum ratings.

Torpor

Sabbat use their Path of Enlightenment ratings to determine how long they stay in torpor. Thus, a vampire with a Path of Enlightenment rating of five would go into torpor for one year, just like a vampire with a Humanity rating of five.

Frenzy

Sabbat are more likely to frenzy than other vampires; indeed, by definition Sabbat always frenzy. Unlike other vampires, Sabbat do not possess the Virtues of Conscience, Self-Control and Courage. Because of this, players do not check to see if a Sabbat is able to control himself and avoid frenzy, but instead to see how he handles the frenzy. Through the use of the Sabbat Virtues, the vampire is able to retain some control over his own actions, even though he is still in a frenzy.

Use the system described in **Vampire** to decide when and how Sabbat frenzy, with the following modifications:

Precipitating Factors

Just as described in **Vampire**, the times when a Sabbat might frenzy are left to the discretion of the Storyteller. This allows the Storyteller the freedom to run her game as she pleases without getting bogged down in rules.

The more common reasons include hunger, blood, danger, fire and sunlight. Any number of other factors may also induce frenzy. Virtue rolls are made using the new ones provided in this book.

Using the Virtues

When a vampire enters frenzy, the player rolls a number of dice equal to the vampire's score in the appropriate Virtue. For each success, the amount of control the vampire has over the Beast increases, though the vampire can never be in full control when in a frenzy.

Use Callousness for frenzies induced by moral dilemmas such as blood and hunger, Instincts for frenzies induced by emotional situations such as rage and embarrassment, and Morale for the Rötschreck.

The following tables will enable you to determine how much control the Sabbat has during the various types of frenzy.

Frenzy (if induced by hunger or bloodlust):

1 success	You can prevent yourself from draining a fellow Sabbat.
2 successes	You can prevent yourself from killing those to whom you are close.
3 successes	You are able to stop yourself without killing the vessel should you desire to do so.
4 successes	You are able to select your meal, but you must hurry. You cannot wait.
5 successes	You are able to push aside the hunger for the time being, but you must drink a great deal and you must drink soon.

Frenzy
(if induced by rage, humiliation, etc.):

1 success	You can prevent yourself from trying to destroy a fellow Sabbat, though you might still hurt him if he gets in your way.
2 successes	You can prevent yourself from attacking a non-Sabbat whom you know and for whom you care.
3 successes	You are able to choose the target of your frenzied attack.
4 successes	You are able to prevent yourself from killing your target should you desire to do so.
5 successes	You are unable to contain your rage, but you can overcome it by destroying property rather than attacking someone.

Rotschreck:

1 success	You are able to retreat in a very calm manner, though you are incapable of any other action.
2 successes	You can remain where you are, though you are still unable to do anything.
3 successes	You are able to remain where you are and perform any simple action as long as you are able to focus upon that action.
4 successes	You are able to keep from losing your cool. You are able to perform most actions, though you will still look and act nervous.
5 successes	You are able to stand your ground and fight should you need to, though you will still be very nervous. You may enter a frenzy after you enter the fight.

What if the Sabbat has Normal Virtues?

Even though it is extremely uncommon for Sabbat to have redeveloped their human Virtues of Conscience, Self-Control and Courage, it does occur. In these cases, the Sabbat rolls to see if she enters into a frenzy, just like most other vampires, instead of seeing how well she handles the frenzy. Unfortunately, vampires with non-Sabbat Virtues do not have as much control over themselves when the frenzy hits.

Tips on Playing Sabbat Characters

Life's a tough proposition, and the first hundred years are the hardest.

— William Mizner

Playing a Sabbat character is much like playing a Camarilla vampire. The major difference is that Sabbat accept their vampiric natures and thus do not try to act human. This can lead to many problems when you start playing, especially since part of what may have attracted you to the game is the tortured, tragically hip angst of humanity within the Beast.

Part of the enjoyment of playing a Sabbat character can be the development of the character's own sense of morality. It is up to you to search out meaning for the character's existence. You should not play a stereotypical evil vampire, but should ask yourself questions about what it would really be like to believe oneself superior to humans and to be required to feed upon them or die. From these two aspects alone you can get many hours of entertaining roleplaying. Happily, there are few guidelines. Each player is encouraged to seek the answers in her own individual way.

Please keep in mind that Sabbat are much more inclined to combat than Camarilla characters. It is up to you to decide just how attached you want to get to the character, since there is a good chance the character will quickly die the Final Death. If you are uncomfortable with this, you may wish to work with the Storyteller to make the Sabbat less violent than described in this book. If you do not mind the violence, you will have many opportunities to liven up the game.

Another thing to think about when you play is the paradoxical relationship between loyalty and freedom. You are encouraged to see how far you can take both aspects. Try to avoid what could be considered disloyal behavior since, due to the harsh standards imposed by the sect, the character would most likely be destroyed if she became a traitor.

Also keep in mind the Vinculum bonds and their effect on the character's mind. You should often encounter problems where the character is forced to act against her better judgment due to these Blood Bonds. The game can be greatly enhanced through portraying the character as externally free, while at the same time a prisoner in her own mind.

Chapter Six: Sabbat Templates

Of such deep learning little had he need,
Ne yet of Latin, ne of Greek that breed
Doubts 'mongst Divines, and difference of texts,
From whence arise diversity of sects,
And hateful heresies.

— Edmund Spenser, "Prosopopoia"

Sabbat vampires are not all the dirty, hate-filled abominations the Camarilla portrays them as. While the Sabbat is not as large an organization as its rival, it is almost as diverse. Every time a battle rages, the sect begins creating neonates in great quantity and without regard for type. Thus, mortals the Camarilla would never choose may end up becoming leaders of the Sabbat.

The templates presented here are similar to those in **Vampire.** The Natures and Demeanors given are examples only. You can easily alter these templates to fit your concept of the character. Some Natures/Demeanors are taken from the additional selections given in **The Players Guide.**

Assamite *Antitribu* Assassin

Quote: *Why don't ya give it a rest! I ain't gonna kill ya unless ya need killing. 'Course, only I'll know when that is.*

Prelude: You were a bully all your life, as were all the people with whom you surrounded yourself. You learned what life was like on the streets, seeing people as they truly are — lowlife scum no better than yourself — and treating them accordingly. For a while you broke legs for a loan shark, but things got out of hand. With the police on your tail, you took the romantic way out and joined the Foreign Legion.

You loved the life and got to travel all over the place. You tried your hand at being a mercenary for a few years, but soon all the places started to look the same. While you never really felt bad about the killing, you realized one day you would end up buzzard meat in some backward country you cared nothing about. You hopped a plane back to the States, took your savings and opened up a survivalist camp in the woods of Alabama.

At first business was poor. Then you received the fateful visit from a young man who offered you $70,000 to kill a certain individual. Unfortunately, both the visitor and the target were vampires. They tested your abilities and, when they were satisfied, took you to the graveyard and into their clan.

Concept: You are not of Middle Eastern heritage, unusual for an Assamite. You are a skilled dealer of death and you have seen it many times. You enjoy your work and take pride in your acceptance in the Black Hand. You have finally found the place you belong.

Role in Pack: You are an assassin and a scout for your pack. You provide advice on tactics, and instruct others in the use of modern-day weapons and fighting techniques. You are respected, though a few consider you arrogant.

Roleplaying Tips: You are by turns boastful and sullen, but always proud and contemptuous of others. You grin evilly at whatever vile and gruesome suggestions are brought up by your pack, and take great pleasure in staring down the rest of your packmates — the wimps.

Equipment: You own an arsenal of weapons, legal and illegal. You drive a 1983 Ford Thunderbird and maintain a private haven, fully loaded with surveillance devices and booby traps. You have a well-fortified and well-hidden vault containing the ill-gotten gains of your life as a mercenary.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Survivor
Demeanor: Bravo
Concept: Mercenary

Clan: Assamite antitribu
Generation: 13th
Haven: Apartment

Attributes

Physical

Strength ●●○○○○○○
Dexterity ●●●●○○○○
Stamina ●●●●○○○○

Social

Charisma ●●●○○○○○
Manipulation ●●○○○○○○
Appearance ●○○○○○○○

Mental

Perception ●●●○○○○○
Intelligence ●●○○○○○○
Wits ●●●○○○○○

Abilities

Talents

Acting ○○○○○○○○
Alertness ●○○○○○○○
Athletics ●○○○○○○○
Brawl ●●●○○○○○
Dodge ●●●○○○○○
Empathy ○○○○○○○○
Intimidation ●●●○○○○○
Leadership ●○○○○○○○
Streetwise ●○○○○○○○
Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
Drive ●○○○○○○○
Etiquette ○○○○○○○○
Firearms ●●●○○○○○
Melee ●●●○○○○○
Music ○○○○○○○○
Repair ○○○○○○○○
Security ○○○○○○○○
Stealth ●●○○○○○○
Survival ●○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
Computer ○○○○○○○○
Finance ○○○○○○○○
Investigation ●○○○○○○○
Law ○○○○○○○○
Linguistics ●○○○○○○○
Medicine ●○○○○○○○
Occult ○○○○○○○○
Politics ●○○○○○○○
Science ○○○○○○○○

Advantages

Disciplines

Celerity ●●○○○○○○
Obfuscate ●○○○○○○○
Quietus ●○○○○○○○
○○○○○○○○
○○○○○○○○
○○○○○○○○
○○○○○○○○

Backgrounds

Black Hand Memb ●○○○○○○○
Contacts ●○○○○○○○
Resources ●●○○○○○○
○○○○○○○○
○○○○○○○○
○○○○○○○○
○○○○○○○○

Virtues

Callousness ●●○○○

Instincts ●●○○○

Morale ●●●●○

Other Traits

Black Hand Lore ●○○○○○○○
○○○○○○○○
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Path of

Power and the Inner Voice

● ● ● ● ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○ ○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

City Gangrel *Antitribu* Animal Trainer

Quote: *I wish everyone would just leave me alone. I never seem to have time to think. It's not that I don't like my covenmates, it's just that they always seem to need me to do something for them.*

Prelude: Your husband's death left you all alone. You had only been married for three years, but had been high school sweethearts for years before. He got the big C and left you all alone and deeply in debt. After he died, you paid off everything you could with the insurance money, but still found yourself with a burdensome mortgage. Doing everything you could to make money, you even began to raise animals for sale as pets or meat.

One night, another woman with an interest in raising animals visited you, and soon the two of you became friends. Shortly afterward, you awoke late one night to hear your dogs barking like mad. You came outside only to be knocked unconscious by a shovel. After the Creation Rites, it did not take long for you to prove your worth as a True Sabbat.

Concept: You have always had trouble opening up to people, and you most enjoy being alone with your pets. You don't mind your existence as a vampire, but something still seems missing — if you could only put your finger on it.

Role in Pack: You spend as little time with the coven as you can. You occasionally perform reconnaissance or surveillance work for it, but not if you can avoid it. You sometimes send your animals to help the pack, but the creatures seldom return, which infuriates you to no end.

Roleplaying Tips: You prefer to be left alone. You are loyal to the Sabbat and do not whine when asked to do something, but you resent those who try to take advantage of you. You never sleep in the pack's communal haven. The pack sees you as cold and aloof, and it is right.

Equipment: You maintain the same house you had in life, along with all the same animals. You own a green 1978 van. You have learned how to use weapons, and you are not afraid to carry one. You usually carry two .38 caliber Smith & Wessons — one in a shoulder holster and one in your van.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Loner
Demeanor: Loner
Concept: Animal Trainer

Clan: (City) Gangrel *antitribu*
Generation: 11th
Haven: House

Attributes

Physical

Strength	●●○○○○○○
Dexterity	●●●○○○○○
Stamina	●●●○○○○○

Social

Charisma	●●○○○○○○
Manipulation	●○○○○○○○
Appearance	●●●○○○○○

Mental

Perception	●●●●○○○○
Intelligence	●●●○○○○○
Wits	●●●○○○○○

Abilities

Talents

Acting	○○○○○○○○
Alertness	●●●○○○○○
Athletics	●●○○○○○○
Brawl	●●○○○○○○
Dodge	●●○○○○○○
Empathy	●○○○○○○○
Intimidation	●○○○○○○○
Leadership	○○○○○○○○
Streetwise	●●○○○○○○
Subterfuge	○○○○○○○○

Skills

Animal Ken	●●●○○○○○
Drive	●○○○○○○○
Etiquette	○○○○○○○○
Firearms	●○○○○○○○
Melee	○○○○○○○○
Music	○○○○○○○○
Repair	●○○○○○○○
Security	○○○○○○○○
Stealth	●○○○○○○○
Survival	●●○○○○○○

Knowledge

Bureaucracy	○○○○○○○○
Computer	○○○○○○○○
Finance	○○○○○○○○
Investigation	●○○○○○○○
Law	○○○○○○○○
Linguistics	○○○○○○○○
Medicine	●○○○○○○○
Occult	○○○○○○○○
Politics	○○○○○○○○
Science	●●●○○○○○

Advantages

Disciplines

Celerity	●○○○○○○○
Obfuscate	●●○○○○○○
Protean	●●○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Backgrounds

Generation	●●○○○○○○
Resources	●●○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●○○○○
Instincts	●●●●○
Morale	●●●○○

Other Traits

	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
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	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Path of Harmony

● ● ● ● ● ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○

□□□□□□□□□□

Blood Pool

□□□□□□□□□□

□□□□□□□□□□

Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Lasombra Manipulator

Quote: *Fellow Sabbat, follow me into battle. We will destroy the Camarilla and all its slaves if that is what it takes to save ourselves from the Ancients. Follow me and I shall show you the way to victory.*

Prelude: A conniver since the day you came into the world, you've always known your role in life was to make everyone else do what you want. Spoiled as a child, pampered as a teen, you eased your way through college before going into business. Any kind of sales appealed to you, but you truly came into your own in real estate.

You found you could sucker anybody into any kind of home you liked. However, one such scam led to your current state. After one especially fraudulent deal, the buyers decided to exact their revenge. Much to their surprise, you survived the Creation Rites and quickly became an integral part of the pack.

You became a True Sabbat as much through the help of others as by your own actions. Since that time, you have not had to rely on brute force to get what you want. No one challenges your authority, but if any do, you quietly remove the threat without sullying your hands.

Concept: You are a good example of a Lasombra. You are a capable leader, both brave and manipulative. You know when to fight and when to lie. The thing you want most is power, perhaps beginning with pack leadership.

Role in Pack: You are one of the leaders. All the pack looks up to you. If you tell your fellow Sabbat when and whom to fight, they will probably do it.

Roleplaying Tips: You are bold when you need to be. You know how to get other vampires' attention and respect. You speak forcefully in public and kindly in private. You constantly build your relationship with each pack member, having conversations, offering favors and giving them an opportunity to give you advice. You can be stubborn, but shrewd enough to go along with mob rule when necessary.

Equipment: You own no haven of your own. You stay in the pack's communal haven where you can keep an eye on things. You have your own bank account and carry large quantities of cash (after all, who is going to rob you?). You carry a 10mm Heckler & Koch MP-5 submachine gun when threatened, but under normal conditions rely on a Colt Python .357 revolver in a belt holster.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Conniver
Demeanor: Director
Concept: Leader Wannabe

Clan: Lasombra
Generation: 13th
Haven: Communal

Attributes

Physical

Strength	●●○○○○○○
Dexterity	●●○○○○○○
Stamina	●●○○○○○○

Social

Charisma	●●●○○○○○
Manipulation	●●●●●○○○
Appearance	●●○○○○○○

Mental

Perception	●●○○○○○○
Intelligence	●●●○○○○○
Wits	●●●○○○○○

Abilities

Talents

Acting	●○○○○○○○
Alertness	●○○○○○○○
Athletics	○○○○○○○○
Brawl	○○○○○○○○
Dodge	●○○○○○○○
Empathy	●●○○○○○○
Intimidation	●○○○○○○○
Leadership	●●●○○○○○
Streetwise	●●○○○○○○
Subterfuge	●●●○○○○○

Skills

Animal Ken	○○○○○○○○
Drive	●●○○○○○○
Etiquette	●●○○○○○○
Firearms	●○○○○○○○
Melee	○○○○○○○○
Music	○○○○○○○○
Repair	○○○○○○○○
Security	○○○○○○○○
Stealth	○○○○○○○○
Survival	○○○○○○○○

Knowledge

Bureaucracy	●○○○○○○○
Computer	●○○○○○○○
Finance	●●●○○○○○
Investigation	●●○○○○○○
Law	●○○○○○○○
Linguistics	○○○○○○○○
Medicine	○○○○○○○○
Occult	○○○○○○○○
Politics	●○○○○○○○
Science	○○○○○○○○

Advantages

Disciplines

Dominate	●●○○○○○○
Obtenebration	●○○○○○○○
Potence	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Backgrounds

Contacts	●○○○○○○○
Influence	●○○○○○○○
Pack Recognition	●●○○○○○○
Resources	●●○○○○○○
Sabbat Status	●○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●●●●○
Instincts	●●○○○
Morale	●●○○○

Other Traits

	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
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Path of

Power and the Inner Voice

● ● ● ● ● ● ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○ ○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Malkavian *Antitribu* Mime

Quote:

Prelude: You have been strange all your life and, by the age of 10, were living in a home for wayward boys. You suffered from violent urges beyond your control, but were making good progress until one day when you "accidentally" killed another kid. You were locked away in a mental hospital.

Here you had little opportunity to indulge in your preferred form of recreation until one night, when somehow all the inmates got loose. Instead of taking the opportunity to escape, you took advantage of the situation to set some fires — under the staff. The Sabbat who started the breakout took this as a sign of greatness and was quite happy when you survived the Creation Rites.

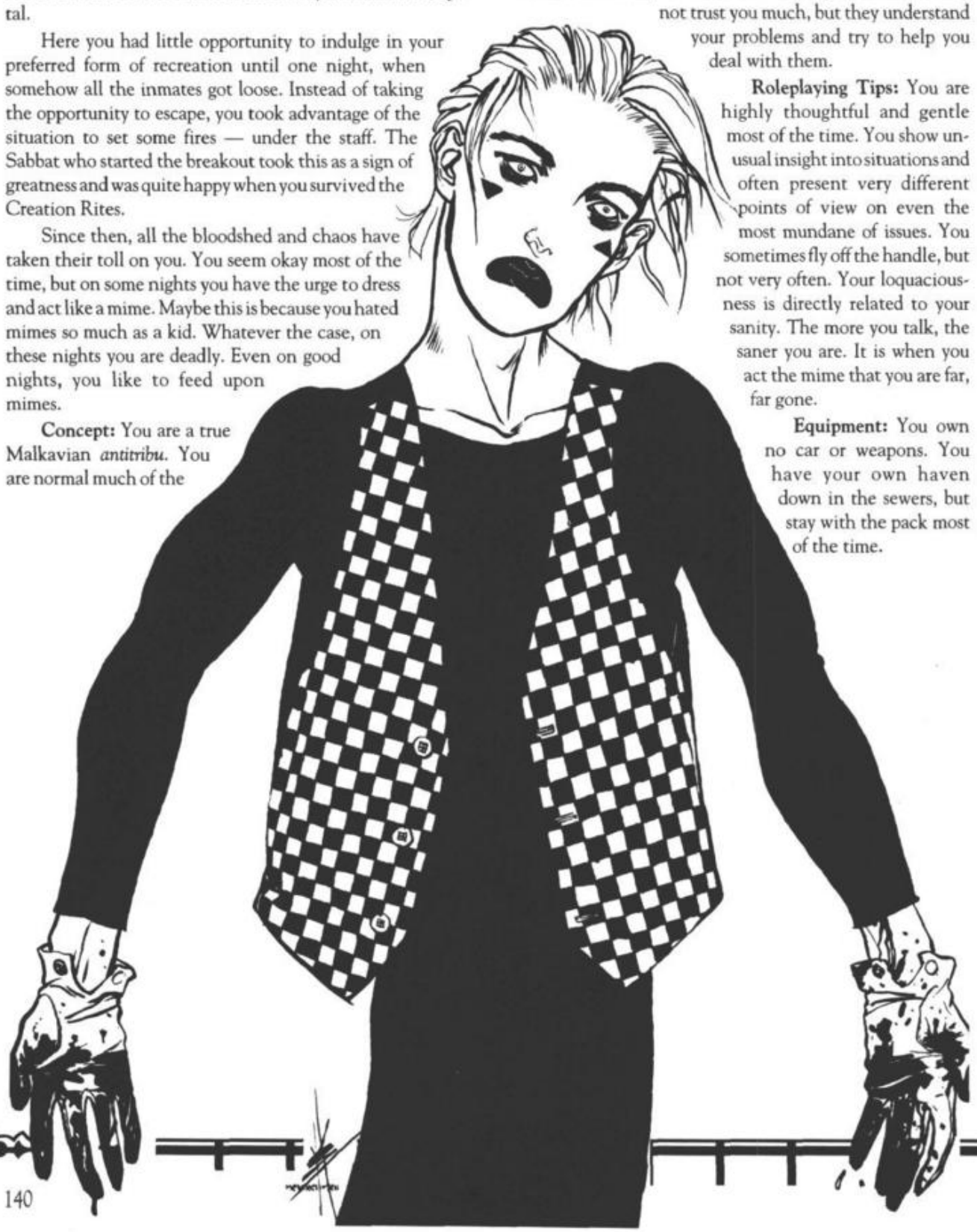
Since then, all the bloodshed and chaos have taken their toll on you. You seem okay most of the time, but on some nights you have the urge to dress and act like a mime. Maybe this is because you hated mimes so much as a kid. Whatever the case, on these nights you are deadly. Even on good nights, you like to feed upon mimes.

Concept: You are a true Malkavian *antitribu*. You are normal much of the time, but on certain nights you lose all your sanity and act on your bizarre fantasies. You strongly hate mimes (you were frightened by one as a child). You are otherwise an intelligent and peaceful being.

Role in Pack: You have no real role other than to terrorize the enemy when needed. Other pack members may not trust you much, but they understand your problems and try to help you deal with them.

Roleplaying Tips: You are highly thoughtful and gentle most of the time. You show unusual insight into situations and often present very different points of view on even the most mundane of issues. You sometimes fly off the handle, but not very often. Your loquaciousness is directly related to your sanity. The more you talk, the saner you are. It is when you act the mime that you are far, far gone.

Equipment: You own no car or weapons. You have your own haven down in the sewers, but stay with the pack most of the time.



The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Deviant
Demeanor: Caregiver
Concept: Lunatic

Clan: Malkavian antitribu
Generation: 10th
Haven: Sewers

Attributes

Physical

Strength ●●○○○○○○
Dexterity ●●○○○○○○
Stamina ●●○○○○○○

Social

Charisma ●●○○○○○○
Manipulation ●●○○○○○○
Appearance ●●○○○○○○

Mental

Perception ●●●●○○○○
Intelligence ●●●○○○○○
Wits ●●●○○○○○

Abilities

Talents

Acting ●●●○○○○○
Alertness ●○○○○○○○
Athletics ●○○○○○○○
Brawl ●●○○○○○○
Dodge ●○○○○○○○
Empathy ●●○○○○○○
Intimidation ●●○○○○○○
Leadership ○○○○○○○○
Streetwise ●○○○○○○○
Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
Drive ○○○○○○○○
Etiquette ○○○○○○○○
Firearms ○○○○○○○○
Melee ●●○○○○○○
Music ○○○○○○○○
Repair ●○○○○○○○
Security ○○○○○○○○
Stealth ●●○○○○○○
Survival ●●○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
Computer ○○○○○○○○
Finance ○○○○○○○○
Investigation ●○○○○○○○
Law ○○○○○○○○
Linguistics ●○○○○○○○
Medicine ○○○○○○○○
Occult ●○○○○○○○
Politics ●○○○○○○○
Science ●○○○○○○○

Advantages

Disciplines

Auspex ●●○○○○○○
Dementation ●●○○○○○○
Obfuscate ●○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○
_____ ○○○○○○○○

Backgrounds

Generation ●●●○○○○○
Pack Recognition ●○○○○○○○
Sabbat Status ●○○○○○○○
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Virtues

Callousness ●●●○○
Instincts ●●●○○
Morale ●●○○○

Other Traits

_____ ○○○○○○○○
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Path of Harmony

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Willpower

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Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Pander Anarchist

Quote: *Don't try to tell me what to do. I don't give a damn who you think you are. If you want me to listen you'll have to ask nicely. What do you think I am — some kind of idiot?*

Prelude: You grew up poor in a small Louisiana town, where you moved frequently between different foster homes. You eventually became old enough to get a job as a shrimper and move out on your own.

Eventually laid off from work, you went on a trip to visit your brother in the big city. He decided you deserved the same opportunities he had, including the opportunity to become a vampire. You survived the Creation Rites and soon became a True Sabbat. You and your brother share a close bond with each other and together are able to do as you please — most of the time.

Concept: You are very independent, but have proven your loyalty time and time again. You are not a total anarchist, but you dislike order regardless. You use your own judgment and don't let others influence you.

Role in Pack: You are the one who always opposes the leader, though you have surprised everyone on occasion by giving him your full support. You are good at mischief making and carousing. You see yourself as the devil's advocate for the pack. Without you, the pack would be a bunch of mindless drones.

Roleplaying Tips: You tend to disagree with your leader. You always take a very rebellious view in every situation. Some call you stubborn, for you sometimes do the exact opposite of what everybody else in the pack does, regardless of the effect.

Equipment: You drive a Buick Skylark. Your sole home is the pack's communal haven. You carry a Mini-Uzi and pair of brass knuckles.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Curmudgeon
Demeanor: Rebel
Concept: Jack-Of-All-Trades

Clan: Panders
Generation: 13th
Haven: Communal

Attributes

Physical

Strength ●●○○○○○○
Dexterity ●●○○○○○○
Stamina ●●●●●○○○

Social

Charisma ●●○○○○○○
Manipulation ●●○○○○○○
Appearance ●●○○○○○○

Mental

Perception ●●●○○○○○
Intelligence ●●●○○○○○
Wits ●●●○○○○○

Abilities

Talents

Acting ○○○○○○○○
Alertness ●○○○○○○○
Athletics ●●○○○○○○
Brawl ●●●○○○○○
Dodge ●●○○○○○○
Empathy ●○○○○○○○
Intimidation ●○○○○○○○
Leadership ○○○○○○○○
Streetwise ●●○○○○○○
Subterfuge ●○○○○○○○

Skills

Animal Ken ○○○○○○○○
Drive ●●○○○○○○
Etiquette ○○○○○○○○
Firearms ●●○○○○○○
Melee ○○○○○○○○
Music ○○○○○○○○
Repair ●○○○○○○○
Security ○○○○○○○○
Stealth ●○○○○○○○
Survival ●●●○○○○○

Knowledge

Bureaucracy ○○○○○○○○
Computer ○○○○○○○○
Finance ○○○○○○○○
Investigation ○○○○○○○○
Law ○○○○○○○○
Linguistics ●○○○○○○○
Medicine ●○○○○○○○
Occult ●○○○○○○○
Politics ●○○○○○○○
Science ●○○○○○○○

Advantages

Disciplines

Auspex ●○○○○○○○
Celerity ●○○○○○○○
Dominate ●○○○○○○○
Fortitude ●○○○○○○○
Vicissitude ●○○○○○○○
○○○○○○○○
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Backgrounds

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Virtues

Callousness ●●○○○

Instincts ●●●○○

Morale ●●●○○

Other Traits

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Path of

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Willpower

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Blood Pool

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□□□□□□□□□□

Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Serpent of the Light Mystery Man

Quote: *Once upon a time, there was a little place on this planet where the dead walked and talked and played their little games. Welcome to our fairy tale.*

Prelude: You remember the night the cult accepted you. You were only 17, but it only took a few years before you became a cult leader, mustering your people against the Followers of Set. You managed to survive the secret war, but many of your comrades were not so lucky. You continued the losing fight with what few allies you could gather.

At one point, some of your old friends returned to you as members of the Damned themselves. They offered you the chance to continue the fight with more power than ever before, and you accepted. Now one of the Serpents of the Light, you are a loyal and faithful servant to the sect, and an unforgiving enemy of the Setites.

Concept: An *ongan* (voodoo leader) in life, you have always been inclined toward the supernatural. Now you hope to lead a pack of your own in battle against the Followers of Set.

Role in Pack: You serve the pack in many ways — as a fair scout, with your knowledge of the occult, and occasionally as leader. You are known as something of a mystery man, an image you love and use to your advantage when you can.

Roleplaying Tips: You like to remain an enigma. You love to keep your packmates guessing about your true thoughts and motivations. Talk in riddles when you can. Try to act wiser than you really are, giving vague advice and smiling a lot. Act like you are always having fun, but every now and again switch gears and act extremely serious and focused.

Equipment: You have your own private haven far below the Sabbat temple. You have large collections of antiques and spiders. You have never been known to carry a weapon, but you own a Smith & Wesson M640 .38 caliber revolver loaded with silver bullets. You also have a nice 1966 red and white Mustang convertible.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Architect
Demeanor: Autist
Concept: Ongan

Clan: Serpents of the Light
Generation: 12th
Haven: Subterranean

Attributes

Physical

Strength	●○○○○○○○
Dexterity	●●●○○○○○
Stamina	●●○○○○○○

Social

Charisma	●●●○○○○○
Manipulation	●●●○○○○○
Appearance	●●○○○○○○

Mental

Perception	●●●○○○○○
Intelligence	●●●●○○○○
Wits	●●●○○○○○

Abilities

Talents

Acting	●●○○○○○○
Alertness	●●○○○○○○
Athletics	○○○○○○○○
Brawl	○○○○○○○○
Dodge	●●○○○○○○
Empathy	●●○○○○○○
Intimidation	●●○○○○○○
Leadership	●○○○○○○○
Streetwise	○○○○○○○○
Subterfuge	●●●○○○○○

Skills

Animal Ken	●○○○○○○○
Drive	●○○○○○○○
Etiquette	○○○○○○○○
Firearms	●○○○○○○○
Melee	●○○○○○○○
Music	○○○○○○○○
Repair	○○○○○○○○
Security	○○○○○○○○
Stealth	●●○○○○○○
Survival	●○○○○○○○

Knowledge

Bureaucracy	○○○○○○○○
Computer	○○○○○○○○
Finance	○○○○○○○○
Investigation	●○○○○○○○
Law	○○○○○○○○
Linguistics	●●○○○○○○
Medicine	●○○○○○○○
Occult	●●●○○○○○
Politics	○○○○○○○○
Science	●○○○○○○○

Advantages

Disciplines

Obfuscate	●○○○○○○○
Presence	●○○○○○○○
Serpentis	●●○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Backgrounds

Generation	●○○○○○○○
Resources	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●●●●○
Instincts	●●○○○
Morale	●●○○○

Other Traits

Setite Knowledge	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
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Path of

Death and the Soul

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Willpower

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Blood Pool

☐☐☐☐☐☐☐☐☐☐

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Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Toreador *Antitribu* Sculptor

Quote: *Have you seen any of my work? I would love to show some to you if you have the time. Have you ever been to Rome at this time of year? Lovely, isn't it? Please come downstairs with me. I would like to show you my work room, for there is something with which I would like your help.*

Prelude: You grew up in a family of artists. Your mother owned her own gallery and your father was a traveling jazz musician. You never really had much of a home life, which could be why you were so glad to get an apartment and go to art school. Within a few years you had a prospering career. Your work was bringing top dollar and your reputation spread throughout the art community around the world. However, as the years went by, your work took on a very dark and malefic quality, centering around death and the supernatural.

Your success began to decline, but your popularity among the undead grew. You deeply moved one Sabbat Toreador with your work. She felt you could take your work to new heights if you were given the Embrace. You were given the Creation Rites and have become a True Sabbat. You spend most of your time entrenched in your work, but you support your sect.

Concept: You are a typical Toreador *antitribu* Artiste. You indeed have taken your work farther than you could have in life. You are extremely talented and sculpture has become the form with which you work the most, though body art has begun to take up more of your time.

Role in Pack: You support your pack, though you maintain your own haven and stay with it only when necessary. You are treated with some contempt by many of your fellow pack members, but the ones who have taken the time to know you like you.

Roleplaying Tips: You are extremely polite. You sometimes treat others as inferiors, but only those who act in an unfriendly manner. You are not very dependable, but you are only asked for help when the pack needs all its members' support.

Equipment: You maintain your own mansion. It is an old house, but is in nice condition. You have a number of bank accounts and drive a brand new Jaguar which you have not finished paying for just yet. You never carry a firearm, relying on finely honed sculpting tools.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Deviant
Demeanor: Fanatic
Concept: Torture(d) Artist

Clan: Toreador antitribu
Generation: 11th
Haven: Mansion

Attributes

Physical

Strength	●○○○○○○○
Dexterity	●●●●○○○
Stamina	●●●○○○○○

Social

Charisma	●●●○○○○○
Manipulation	●●●○○○○○
Appearance	●●○○○○○○

Mental

Perception	●●●○○○○○
Intelligence	●●○○○○○○
Wits	●○○○○○○○

Abilities

Talents

Acting	○○○○○○○○
Alertness	●○○○○○○○
Athletics	○○○○○○○○
Brawl	○○○○○○○○
Dodge	●○○○○○○○
Empathy	●○○○○○○○
Intimidation	●○○○○○○○
Leadership	○○○○○○○○
Streetwise	○○○○○○○○
Subterfuge	●○○○○○○○

Skills

Animal Ken	○○○○○○○○
Drive	●●○○○○○○
Etiquette	●●○○○○○○
Firearms	○○○○○○○○
Melee	●●●○○○○○
Music	○○○○○○○○
Repair	●○○○○○○○
Security	○○○○○○○○
Stealth	●●○○○○○○
Survival	○○○○○○○○

Knowledge

Bureaucracy	○○○○○○○○
Computer	○○○○○○○○
Finance	●●○○○○○○
Investigation	●○○○○○○○
Law	○○○○○○○○
Linguistics	●●○○○○○○
Medicine	●●○○○○○○
Occult	●●○○○○○○
Politics	○○○○○○○○
Science	○○○○○○○○

Advantages

Disciplines

Auspex	●○○○○○○○
Celerity	●○○○○○○○
Presence	●●○○○○○○
	○○○○○○○○
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	○○○○○○○○

Backgrounds

Contacts	●○○○○○○○
Fame	●○○○○○○○
Generation	●●○○○○○○
Resources	●●●○○○○○
Sabbat Status	●○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●●●●○
Instincts	●●○○○
Morale	●●○○○

Other Traits

Sculpting	●●●●○○○○
	○○○○○○○○
	○○○○○○○○
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Path of

Death and the Soul

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Willpower

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Blood Pool

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Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Tzimisce Priest

Quote: *I know what evils lurk in this world. I know because I am one of them. You are not as wicked as you profess to be. I shall show you what it really means to be one of the Damned.*

Prelude: You led a fairly normal life by most people's standards. You had a husband and two kids in a nice suburban neighborhood. You were middle income; your husband was an accountant and you were a homemaker, working part time cleaning a Catholic church.

One night while you were vacuuming, a man entered dressed as a priest, but you had never seen him before. He only asked a few questions, but he had an unnerving effect upon you. He left shortly, but you saw him later that night when he stopped you on your way out. He Dominated you into going with him to the graveyard; you received the Creation Rites that night. Since that time you have come to accept your life in the Sabbat. Early in your unlife, you would look in on your husband and kids occasionally through the window, but you are no longer human. You quickly proved your cunning and brutality in Jyhad, and recently became pack priest, but you are still not the real leader.

Concept: You are a vampire through and through. You know how to get the job done. You have developed your leadership abilities and are wise enough in intrigue to have achieved some degree of power.

Role in Pack: You are a good leader. You do not allow the other Sabbat to be carried away by their emotions. If anything, you do not let them have the total freedom the Sabbat means to give them, and this tight rein could be what is holding you back from real leadership. You are well respected by almost all within the pack, but you still do not have the support you need to be the real leader.

Equipment: You own a new Cadillac, and your own private haven, though it is located near the communal haven. You also have a large quantity of cash. You carry no weapons most of the time, but own a TEC9 and a sawed-off .20 gauge double-barrel shotgun (treat as an Ithaca M37 except the Rate of Fire can be one or two, and the Capacity is two) that you carry when fighting the enemy.

The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Visionary
Demeanor: Architect
Concept: Weird Lady

Clan: Tzimisce
Generation: 13th
Haven: Condo

Attributes

Physical

Strength	●●○○○○○○
Dexterity	●●○○○○○○
Stamina	●●○○○○○○

Social

Charisma	●●●○○○○○
Manipulation	●●●●○○○○
Appearance	●●○○○○○○

Mental

Perception	●●●●○○○○
Intelligence	●●●●○○○○
Wits	●●○○○○○○

Abilities

Talents

Acting	○○○○○○○○
Alertness	●○○○○○○○
Athletics	○○○○○○○○
Brawl	○○○○○○○○
Dodge	●○○○○○○○
Empathy	●○○○○○○○
Intimidation	●○○○○○○○
Leadership	●●○○○○○○
Streetwise	○○○○○○○○
Subterfuge	●●○○○○○○

Skills

Animal Ken	○○○○○○○○
Drive	●○○○○○○○
Etiquette	●○○○○○○○
Firearms	●○○○○○○○
Melee	○○○○○○○○
Music	○○○○○○○○
Repair	●○○○○○○○
Security	○○○○○○○○
Stealth	●○○○○○○○
Survival	○○○○○○○○

Knowledge

Bureaucracy	○○○○○○○○
Computer	○○○○○○○○
Finance	●○○○○○○○
Investigation	●●○○○○○○
Law	●○○○○○○○
Linguistics	●●○○○○○○
Medicine	●○○○○○○○
Occult	●●●○○○○○
Politics	●●○○○○○○
Science	●○○○○○○○

Advantages

Disciplines

Auspex	●○○○○○○○
Vicissitude	●●●○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Backgrounds

Pack Recognition	●○○○○○○○
Resources	●●○○○○○○
Sabbat Status	●●○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●●●○○
Instincts	●●○○○
Morale	●●●○○

Other Traits

Body Alteration	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Path of

Caine

● ● ● ● ● ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ● ○ ○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

Ventrue *Antitribu* Know-it-all

Quote: *I told you not to do it. You didn't listen. I've been around long enough to know what we can and can't do without pissing off the bishop. Let's hit the Rack. I'm hungry.*

Prelude: You were always the straight-A student. You always did everything right, and your siblings really didn't like you because of it. After college, you decided to go to law school on a corporate grant. You did well, but everyone knew you would. Then your life suddenly changed all at once.

Jyhad was raging in the city and you became a recruit for the Sabbat. You were dragged out of your apartment to the graveyard, where you received the Creation Rites. You were smart and survived the Jyhad, though your roommate, who was also chosen, was killed. You proved your ability; nonetheless, no one really liked you. Yes, you did your job well, but for some reason nobody else would take your advice, which you gave constantly.

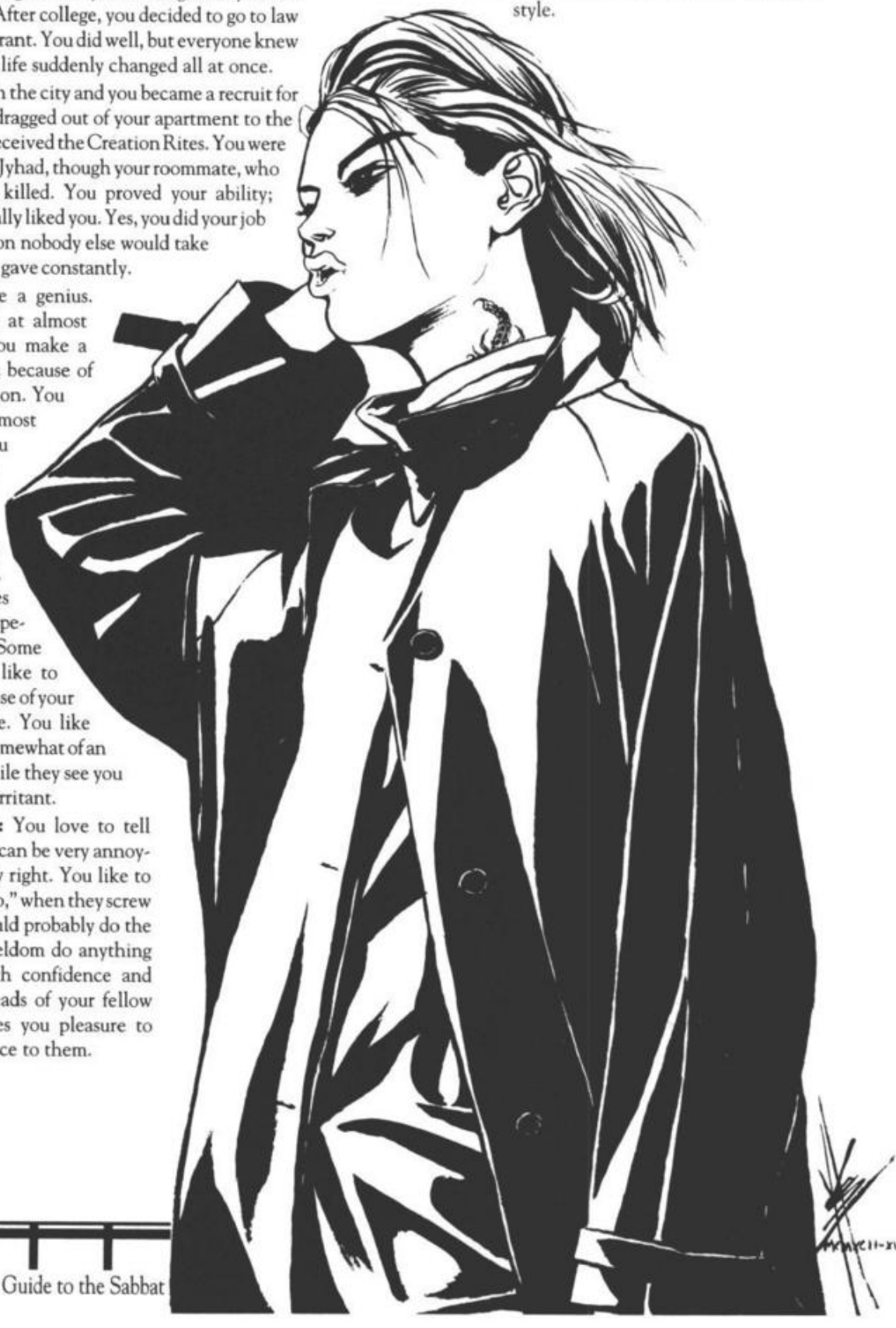
Concept: You are a genius. You seem to be good at almost everything you do. You make a good Ventrue *antitribu* because of your looks and education. You are not as rebellious as most Sabbat Ventrue, but you might as well be since you are not really respected.

Role in Pack: You do what you are told, though you sometimes complain. You have no specific duties in the pack. Some pack members would like to see you destroyed because of your condescending attitude. You like to think of yourself as somewhat of an advisor to the pack, while they see you as little more than an irritant.

Roleplaying Tips: You love to tell others what to do. You can be very annoying, but you are usually right. You like to tell people, "I told you so," when they screw up. You know they would probably do the same to you but you seldom do anything wrong. You speak with confidence and often talk over the heads of your fellow pack members. It gives you pleasure to point out their ignorance to them.

Equipment: You own a green Chevrolet Berretta and maintain a private apartment as your haven. You sleep with the pack about half the time. You carry no weapons except during Jyhad, when you carry some sort of automatic weapon.

You always dress in nice clothes of the latest style.



The Sabbat™

VAMPIRE: The Masquerade™

Name:
Player:
Chronicle:

Nature: Praise-Seeker
Demeanor: Critic
Concept: Whiner

Clan: Ventrue antitribu
Generation: 11th
Haven: Apartment

Attributes

Physical

Strength	●●○○○○○○
Dexterity	●●●○○○○○
Stamina	●●●●○○○○

Social

Charisma	●○○○○○○○
Manipulation	●●●○○○○○
Appearance	●●○○○○○○

Mental

Perception	●●●○○○○○
Intelligence	●●●●●○○○
Wits	●●○○○○○○

Abilities

Talents

Acting	○○○○○○○○
Alertness	●○○○○○○○
Athletics	●○○○○○○○
Brawl	●○○○○○○○
Dodge	●○○○○○○○
Empathy	●○○○○○○○
Intimidation	○○○○○○○○
Leadership	○○○○○○○○
Streetwise	○○○○○○○○
Subterfuge	●○○○○○○○

Skills

Animal Ken	○○○○○○○○
Drive	●●○○○○○○
Etiquette	●●○○○○○○
Firearms	●○○○○○○○
Melee	○○○○○○○○
Music	●○○○○○○○
Repair	●○○○○○○○
Security	○○○○○○○○
Stealth	●○○○○○○○
Survival	●○○○○○○○

Knowledge

Bureaucracy	●○○○○○○○
Computer	●○○○○○○○
Finance	●○○○○○○○
Investigation	●●○○○○○○
Law	●●●○○○○○
Linguistics	●●○○○○○○
Medicine	○○○○○○○○
Occult	●○○○○○○○
Politics	●○○○○○○○
Science	●○○○○○○○

Advantages

Disciplines

Auspex	●●○○○○○○
Dominate	●○○○○○○○
Fortitude	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Backgrounds

Generation	●●○○○○○○
Resources	●●○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Callousness	●●○○○
Instincts	●●●●○
Morale	●●○○○

Other Traits

	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○
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	○○○○○○○○
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	○○○○○○○○

Path of

Honorable Accord

● ● ● ● ● ● ○ ○ ○ ○

Willpower

● ● ● ● ● ● ○ ○ ○ ○

□□□□□□□□□□

Blood Pool

□□□□□□□□□□

□□□□□□□□□□

Health

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

KMJ
92

Appendix One: Unusual Weapons for *Vampire*

Force is not a remedy.

— John Bright, speech at Birmingham

The Sabbat are known for their wildness, and their preferred weapons reflect this. While most Kindred avoid flamethrowers, they may be used by hunters. The other weapons may be used by almost any character.

Chainsaw: The chainsaw is certainly an unwieldy weapon, but it is incredibly intimidating and can inflict some grisly wounds. Chainsaws are available in various sizes and blade lengths. The average chainsaw has the following rating (this may be altered for extremely small or large blades):

Difficulty: 8 **Damage:** Strength + 7
Ability: Melee **Weight:** 17-25 lbs. **Conceal:** N

Note that the high difficulty of the weapon means more botches will be rolled. Players whose characters botch their attacks should receive no pity whatsoever from the Storyteller, and will most likely take severe and gruesome damage.

Machete: The machete is wielded much like a saber, but it has a shorter blade. It is used extensively by the Sabbat of South America and is the preferred weapon among Sabbat pirates.

Difficulty: 5 **Damage:** Strength + 3
Ability: Melee **Weight:** 1-2 lbs. **Conceal:** J

Straight Razor: The straight razor is a wicked-looking weapon. It is not very effective as a melee weapon despite its appearance, but it is very useful for drawing blood.

Difficulty: 5 **Damage:** Strength + 1
Ability: Melee **Weight:** 3-6 oz. **Conceal:** P

Flamethrower: Only the most twisted Sabbat would risk using a flamethrower, but some are that crazed. There are a variety of flamethrowers, but the technology and ability of them has not improved much since World War II, so consider the following statistics applicable to most flamethrowers. Adjustments can be made to compensate for the exact model, ranging from the old German flammen*werfers* of World War I to the modern Russian LPO-50 manpack flamethrower.

Difficulty: 6

Damage: One die of damage per hit. Hits are cumulative and the flame will burn continuously, causing the same damage each turn until extinguished.

Weight: 45-60 lbs. **Range:** 35
Fire Rate: 1 **Capacity:** 20 turns' worth of fuel

Note: If the fuel tank is shot, it will explode 70 percent of the time, causing a fiery explosion and 20 dice of damage. All attempts to hit the fuel tank are at +3 to the difficulty factor.

Appendix Two: Sabbat Relics and Magical Devices

Members of the Sabbat have obtained a number of magical devices and supernaturally potent relics. However, mystical items are extremely rare. Most belong to sect elders, but some may be given to neonates by their sires as signs (and proof) of lineage. All the items presented herein may be considered rare, particularly the more unique and potent items. Certainly the body parts are one-of-a-kind.

Mystical devices will have a strong impact on the game, possibly overshadowing the characters. Magic item proliferation can ruin a good game by taking away the entire ambience that is Vampire. As a guideline, magic items should come into play in only 10 percent of your stories. This maintains the drama and the supernatural feel that should accompany such objects. Also keep in mind that the more powerful vampires will take from the weaker, even in the Sabbat, and they keep their own treasures well hidden. Characters should not expect to own a number of mystical items, and most should not own any.

Here are a few items believed to exist, though some may exist only in legend. Keep in mind that the Storyteller is the final authority on magic items.

Aaron's Feeding Razor

A Malkavian who despised having to touch people created this magic razor blade in the early 17th century with which to draw blood. He preferred not to drink directly from vessels for fear of having them dirty him. The razor has been passed along for many years, and supposedly has the power to choose victims with pure virgin blood (Aaron's favorite). The blade is also believed to have the power to cause aggravated wounds.

Black Gloves

This pair of women's gloves is made of black velvet. The gloves allow the wearer to extend claws of black metal from the fingertips. The claws are capable of doing aggravated damage, and are thought to have once been attached to a Gangrel.

Brass Heart Shield

A Tremere vivisectionist created this device in the 1400s. This brass plate, when inserted over the heart of a vampire, deflects all non-magical stakes. The Tremere was murdered by a number of Sabbat who literally ripped him apart. They discovered that the plate could be placed under the skin with a small vertical incision. The plate then sinks through the flesh and rests above the heart. Once inserted within a given vampire, the plate is only removable upon the death of the vampire wearing it.

Concoction of Vitality

This magical potion allows a vampire to become human again, but only for 24 hours. Thus, the vampire can go out in the daylight, eat, breathe and do all the other things a human can. However, the vampire is also just as vulnerable to harm as any other human, and all Disciplines are temporarily lost. It takes four to six hours for the potion to take full effect. While mortal, the character will age as if he had never died.

Femur of Toomler

This relic has very little supernatural power, but is valued by many Tzimisces. The bone, supposedly made from a fourth generation Tzimisce, has the power to cause aggravated damage when striking a vampire. Toomler allegedly possessed very unusual powers, including the ability to disassemble parts of his body and then reconnect them. The femur was supposedly used after Toomler's demise by another Tzimisce to kill one of the founders of the Tremere.

Giants' Blood

This is exactly what it reads — giants' blood. In the ancient days when the giants walked the earth, only foolhardy vampires would prey upon these loathsome creatures. A few vampires did, however, and they made sure they bottled the remainder of the prized blood that they could not consume immediately. The blood, at least temporarily, and possibly permanently, increases a vampire's Potence score dramatically.

Hand of Conrad

This supernatural relic is the severed hand of a powerful Brujah. The hand appears to be mummified, but if held to the wrist of a vampire it will attach itself and come to life. Of course, the vampire wishing to use the hand must first sever her own hand to provide a stump for Conrad's hand. The hand supposedly grants the possessor increased Potence, Courage and Brawl. The hand is also rumored to have the power to raise the dead, but many believe this to be pure speculation.

Ivory Bow

This is a magical bow made of ash and ivory. Any arrow fired from the bow causes aggravated wounds to Lupines and vampires.

Jorum of Kinsmanship

This is a bowl made of an unidentified blackish-red wood and carved with intricate patterns. Its origins remain a mystery. If this jorum is used in a Vaulderie ceremony, all the participants receive an automatic 10 in their Vinculum score for all the other participants. This bowl is currently the property of the Cardinal of Northwest America. There is rumored to be a second bowl which surfaced in Prague last year, but the truth of this story is unknown.

Martinelli's Ring of Clear Thought

This gold ring was the property of a Malkavian elder destroyed during the Anarch Revolt. A ghoul created it for her as a gift. Wearing the ring removes all fears, phobias, Derangements and any mental flaws the individual wearing the ring might have. Removing the ring brings them back twice as strong, and the wearer becomes obsessed with recovering it.

Phylactery of Recorded Memory

An ancient Celtic Druid created this amulet. It looks like a smooth piece of granite bound in two gold bands, and allows the wearer to evoke the memories of any previous owner of the amulet. The amulet may aid in skills, languages, and many other areas. The amulet also slows the aging of any mortal wearing it. The phylactery is believed to have passed through the hands of a couple of mages, a Camarilla elder, and a faerie. Occasionally, the wearer will uncover memories so alien that their mere presence sends him into crazed fits. If a Storyteller does not want to decide what memories it contains, she can have the character roll Intelligence (difficulty 9). A botch means the wearer has called up memories he would rather not have.

Pumping Heart of Nizchetus

This heart is said to be sealed in a green glass jar. The heart was that of a powerful Toreador, and some say the heart still beats, due to either its own magic or magic contained in the jar and its fluids. The heart is thought to bring good luck if kept on a mantelpiece in the owner's haven, possibly lowering the owner's difficulty numbers.

Talbot's Chainsaw

During the 1950s, a deranged Gangrel went on a seven-state killing spree. The rusty yellow chainsaw she used is believed to possess some unknown supernatural powers. Rumors include: complete immunity to bullets, blades and fire, as well as the ability to call up zombie-like creatures.

Tongue of Jarthis the Slaver

Jarthis was a fat Giovanni who existed for a number of centuries. He developed an overwhelmingly lucrative slave trade, especially with the triangle trade of the 1700s. Jarthis had the power to tell lies better than almost anyone, and was able to spot a well-spoken lie with ease. Jarthis was killed in 1823; the Assamite responsible removed his tongue and returned it to the Nosferatu who sanctioned the killing. The Nosferatu used a debt owed him by a Tremere to have Jarthis' talents of lying imbued in the tongue. It has passed through many hands, and now looks like a dried-up, leathery strip of meat. If a person puts the tongue in her mouth, she can tell a lie without being discovered. If she holds it to her ear, she can ascertain whether or not a given statement is a lie.

Vestment of Vileness

This unholy article of clothing is a priestly vestment with a Sabbat blessing and curse upon it. The curse dooms the owner to lose any loved one who touches the robe. The blessing allows the vampire to use Necromancy (as the Giovanni Discipline) up to level four. The necromantic powers of the robe are not compatible with any Necromancy the vampire may already have.

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The Sabbat™

VAMPIRE: The Masquerade™

Name: **Nature:** **Clan:**
Player: **Demeanor:** **Generation:**
Chronicle: **Concept:** **Haven:**

Attributes

Physical

Strength ●○○○○○○○
Dexterity ●○○○○○○○
Stamina ●○○○○○○○

Social

Charisma ●○○○○○○○
Manipulation ●○○○○○○○
Appearance ●○○○○○○○

Mental

Perception ●○○○○○○○
Intelligence ●○○○○○○○
Wits ●○○○○○○○

Abilities

Talents

Acting ○○○○○○○○
Alertness ○○○○○○○○
Athletics ○○○○○○○○
Brawl ○○○○○○○○
Dodge ○○○○○○○○
Empathy ○○○○○○○○
Intimidation ○○○○○○○○
Leadership ○○○○○○○○
Streetwise ○○○○○○○○
Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○
Drive ○○○○○○○○
Etiquette ○○○○○○○○
Firearms ○○○○○○○○
Melee ○○○○○○○○
Music ○○○○○○○○
Repair ○○○○○○○○
Security ○○○○○○○○
Stealth ○○○○○○○○
Survival ○○○○○○○○

Knowledge

Bureaucracy ○○○○○○○○
Computer ○○○○○○○○
Finance ○○○○○○○○
Investigation ○○○○○○○○
Law ○○○○○○○○
Linguistics ○○○○○○○○
Medicine ○○○○○○○○
Occult ○○○○○○○○
Politics ○○○○○○○○
Science ○○○○○○○○

Advantages

Disciplines

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Backgrounds

_____ ○○○○○○○○
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Virtues

Callousness ●○○○○

Instincts ●○○○○

Morale ●○○○○

Other Traits

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Path of

_____

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Willpower

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☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Attributes:7/5/3 Abilities:13/9/5 Disciplines:4 Backgrounds:0 Virtues:5 Freebie Points:15 (7/5/2/1)

The Sabbat™

VAMPIRE: The Masquerade™

Pack

Pack Name

Pack Priest

Pack City

Pack Rituals

Pack Leader

Pack Hunting Grounds

Pack Type

To Whom Pack Answers

Pack Haven

Vinculums

Bound To	Rating	Bound To	Rating

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Rituals

Name	Level

Derangements

Name	Level

Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body slam	7	Special; see Options

Armor: _____

The Sabbat™

VAMPIRE: The Masquerade™

Expanded Background

Allies

Mentor

Contacts (Major)

Pack Recognition

Contacts (Minor)

Resources

Herd

Retainers

Influence

Sabbat Status

Experience

TOTAL: _____

Gained From:

TOTAL SPENT: _____

Spent On:

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description

The Sabbat™

VAMPIRE: The Masquerade™

History

Prelude

Description

Age_____
Apparent Age_____
Date of Birth_____
RIP_____
Hair_____
Eyes_____
Race_____
Nationality_____
Height_____
Weight_____
Sex_____

Visuals

Pack Chart

Character Sketch

THE PLAYERS GUIDE TO

The Sabbat

By Any Means Necessary

The Sabbat: a sect of diabolists and murderers whose sole purpose seems to be wanton destruction. These Night Fiends reject the ancient laws of the undead and revel in the fear and hatred they inspire, considering them tributes to their strength and courage.

The Price of Freedom is Death

But there is a method to their madness. They are the true saviors of the undead, something only they can or will see. The Sabbat has gathered power for centuries, allying with the darkest powers of the supernatural, growing and expanding with only one purpose – the utter destruction of the Antediluvians.

The Players Guide to the Sabbat includes:

- **the history and secrets of the Sabbat, including its myths and traditions;**
- **rules on creating Sabbat characters for use by players or Storytellers; and**
- **new clans, bloodlines, Disciplines, Abilities, rituals and much, much more.**

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